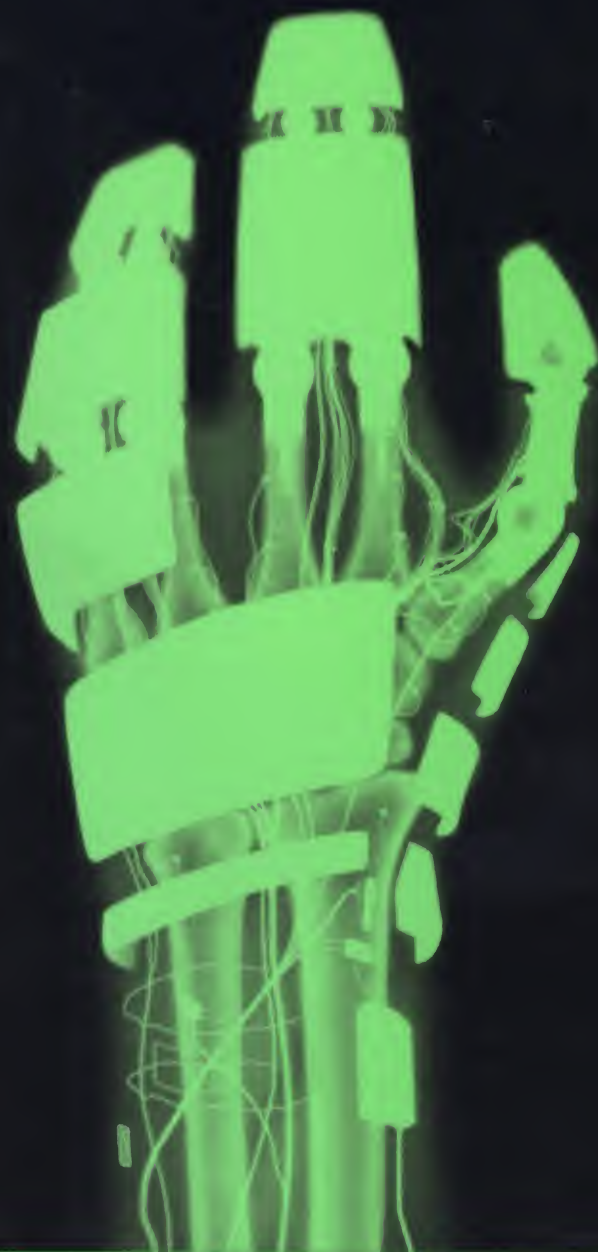


ORIGIN'S OFFICIAL GUIDE TO

B I O F O R G E™



ORIGIN'S OFFICIAL GUIDE TO BIOFORGE

COMPILED BY **MELISSA MEAD**

WITH THE ASSISTANCE OF
ORIGIN PRODUCT SUPPORT, THE
BIOFORGE DEVELOPMENT TEAM
AND ALTRON, THE DISEMBODIED
AND NIGH-OMNIPOTENT
EX-MONDITE GUIDE

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ORIGIN'S OFFICIAL GUIDE TO BIOFORGE

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ORIGIN'S OFFICIAL GUIDE TO BIOFORGE

INTRO	6
HOW WE CAN WORK TOGETHER	8

GENERAL INFORMATION

Difficulty	10
Movement	10
Running	11
Combat-Ready Movement	12
Attacks	12
ALT Hand Attacks and Blocks	12
CTRL Foot Attacks	13
Blocks	13
Personal Information Manager (PIM)	14
Journal	14
Inventory	15
Diagnostics	16
Options	18
Interaction with Items	20

COMBAT TACTICS

Positioning Yourself	22
Choosing Attacks	22
Other Tactics	23
Vulnerabilities	24

COMBAT STATISTICS AND STRATEGIES

Weapons & Armor	26
AP-127	27
Nursebot	28
Caynan	29
Mechbots	30
Cyberaptor	32
Cryo-Tank Creature	32
Mondite Guards	33
Securitybots	36
Roland	38
Dropship	38
Reactor Room Robot	39
Acid Beast	39
Drogg (Phyxx Soldier)	40
Floater	42
Alien Learner (Gen)	42
Space Marines	43
Captain Tumolt	43

OBSTACLES	46
-----------------	----

PACIFISM	48
----------------	----

ITEMS

Batteries	49
Your Logbook	49
Your Journal	49
Meat	49
Caynan's Arm	50
Fork	50

Caynan's Logbook	50
Flute	50
Photograph	51
Dane's Logbook	51
Blaster	51
Walkie Talkie	51
Medical Device (Medicaid)	52
Control Room Guard's Logbook	52
Landing Pad Marine's Logbook	52
Alien Transport Device (Zip Cube)	52
Tonfa Gun	53
Warhead	53
Key Device	53
Translator	53
Mirror Suit Device (Reflector Block)	54
Grenade	54
Doctor Escher's Logbook	54
Alien "Talisman"	54

MAPS AND PHOTOGRAPHS

MAPS

Beach	56
Walkway, Zip Areas 1 - 8, Dropship, Tube Two, Tube One	
Chaos Area	57
Cell One, Cell Two, Cell Three, Cell Four, Cellblock, Guard Room, Chaos Corridor, Elevator, Cryo-Room	
Control Area	58
Control Corridor, Operating Room, Control Room, Reactor Airlock, Reactor Room	
Dig Site	59
Tube Three, Dig Site Corridor, Tomb of Soldiers	
Landing Area	60
Elevator, Landing Pad, Ledge, Airlock Entrance	
Alien City	61
Glass Room, Alien City Platform	
Hangar	62
Lift to Control Room, Icarus	
Tower	62
Cryo-Tank	63
Gravity Ring	63
Tunnel Areas	64
Tubeway Station, Alien Temple, Zero-G Room	

PHOTOGRAPHS

Cell Three	65
Cellblock	66
Cell Four	66

Cell One	.67
Cellblock Door	.67
Guard Room	.68
Chaos Corridor	.70
Cryo Room	.71
Cryo-Tank	.72
Cell Two	.73
Elevator	.73, 76
Control Corridor	.74
Operating Room	.74
Tower	.75, 76
Dig Site	.77, 92
Tomb of Soldiers	.77
Control Room	.78
Tubeway Station	.80
Glass Room	.81
Zero-G Room	.82
Gravity Ring	.82
Hangar	.83
Airlock to Base	.84
Landing Pad	.84
Reactor Airlock	.85
Reactor Room	.85
Beach	.86-92
Beach Walkway	.91
Dig Site	.92
Dropship	.93
Tube One	.93
Temple	.94
The End	.96

A GUIDED TOUR OF DAEDALUS

HINTS

Leaving Cell Three	.98
Leaving Cellblock	.98
Opening the Base Door	.99
Getting a Blaster	.99
Eliminating Marines	.100
Finding Hardsuit	.101
After the Reactor	.102
Leaving Beach	.102
Entering the Dig Site	.103
Investigating Aliens	.103
Returning to Base	.104
Discovering Identity	.105
Getting Out	.105

STEP-BY-STEP HELP

Waking Up	.106
Leaving the Cellblock	.108
Entering the Base	.111
The Long Way to Cell Four	.115

Getting the Blaster	.119
Taking out the Marines	.119
Tower	.121
Finding a Hardsuit	.124
Looking at the Icarus	.128
Shutting Down the Reactor	.130
Reaching the Marine Dropship	.133
Getting a Bigger Gun	.139
Entering the Dig Site	.142
Searching the Dig Site	.145
Alien Civilization	.150
Clearing the Way	.155
Discovering Your Identity	.157
Landing Platform	.159
Leaving Daedalus	.164

OTHER USEFUL DATA

BACKGROUND

Your Guide	.166
The Reticulum	.167
Mondites	.170
Phyxx	.172
Daedalus	.174

RECORDED DATA

Caynan's Log	.176
Dane's Logbook	.179
Mastaba's Project Notes	.184
Escher's Notes	.188
Alien Temple Translations	.193
Alien City Pillar Translations	.196
Freezer Occupants	.198
Icarus Special Project Report	.200
Mission Calendar	.202
Paragon	.205
Repair Log, d1888-d1894	.209
Repair Reports, d1895	.210

IDENTITY PATHS	.214
Morgan Blade	.215
Berin Dodeskaden	.215
John Highhill	.216
Popul Marko	.216
Remarro Monik	.217
Jonathan One	.217
Rathman Pane	.218
Tomik Sarta	.218
Vidor Selmax	.219
Union Soo	.219
Nestor Strom	.220
Merl Trustic	.220

REFERENCE CARD	.222
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I'm here to help. First thing: don't let them know you can hear me. Don't try to talk to me. It would be bad if they overheard you.

Fact is, buddy, I'm not here at all. We'll get to that later. Right now, you just need to believe that I know what you're going through, what you need to know, what you're thinking. I can decipher your thoughts. I know you're in a great deal of pain. You're ignoring the pain, and that's good. You're strong. That's why you've survived everything they've done to you. You should see yourself — you are one messed up slag! I have some ideas who you used to be, but buddy, you aren't who you used to be anymore.

Could be worse. Believe me.

Let me read you the gameplan. I know where everything is. I know the layout of this place, the way the machines work, the personnel profiles of every last motherless Mondite on this piece of rock — from the squeaky-clean scientists to the muck-ugly scrubs. Anything you meet, I can teach you how to overcome, avoid or use. I'm going to get you off this moon, guy. We're going to blow this place.

What do I want? What do I get out of this? That's easy. I'm riding you out of here. You better believe, it takes serious mobile technology to move me from one planetary computer system to another. Nothing remotely big enough has left this place since those bastards dismantled the *Kasenko* and set up shop. I'm trapped in this place, buddy, and I'm getting *really* tired of it. Let me introduce myself. I'm a personality.

I am the mental shadow of a curious Mondite who experimented with downloading a brainful of information into a non-organic matrix — the entire contents of one skull, mapped, annotated, coded and transferred. Very interesting experience, that's the plain truth. I'll tell you about it sometime.

I'm not going to tell you that I am the "person" I was. That person died in the transfer process. It served the idiot right. I'm something else.

I'm your only friend. You and me, we're pals.

I can "talk" to you because you've been hard-wired into a computer setup so advanced it would make an FTL pilot cry. I can access your thoughts. For this special adventure, I'll give you permission to access mine.

You're a cyborg now. Your brain has been rewired to interface with the best computers in existence. You don't think the way you used to — the way regular humans do. You think in a logical progression, cross-referencing data. I'm going to take advantage of that.

You and me, buddy, we're leaving this place.

HOW WE CAN WORK TOGETHER

You'll find all the information that I give you sorted in a logical format. These are the areas I suggest you look into. They can help you a great deal.

GENERAL INFORMATION (P. 10)

I know you've just recovered from pretty invasive surgery. You don't know how your body works anymore, you don't understand how to get from one place to another, you don't know what's going on. I can introduce you to everything you'll need to know to break out of here.

COMBAT TACTICS (P. 22)

I'm no martial arts teacher, but I've been observing the way previous experimental subjects have been programmed. I have a pretty good idea about the way you function. I probably know more about you than you do — and it's all information that could increase your life expectancy dramatically.

COMBAT STATISTICS AND STRATEGIES (P. 26)

Not everyone on Daedalus is your enemy — but your allies are few and difficult to find. Everyone and everything else is a potential threat to your continued existence. Sooner or later you'll have to face them — and you'll have to beat them at their own game. Any time you're in doubt, I can give you advice on how to take them down.

I have assigned an entire database to opponent statistics. If you want to learn how fast, how strong or how well-protected your adversary is, just access this information. Remember, your opponent's statistics vary according to whether you are having an EASY, MEDIUM or HARD day.

OBSTACLES (P. 46)

I have a pretty clear idea about where you're going to have problems. If you want a quick info-dump on how to tackle the problem, take a look at this database. It might get you started down the right path — perhaps one you hadn't considered.

ITEMS (P. 49)

As advanced as the technology in your cyber-parts are, they aren't going to be enough to get you out of this place. I've made a list of everything that I think will be useful in your escape — along with where it is and how it could best be used.

MAPS AND PHOTOGRAPHS (P. 56)

I can link up with any camera in the laboratory. Through me, you can see anywhere on this base — or even an overview of the entire area. Each room has at least two different angles, so be sure to take a look at every perspective to be sure you know what's going on.

HINTS (P. 98)

I've studied the base, I've got a handle on all the personalities and I have a pretty good feel for what things are useful ... and how to get them. I've probably got more good advice stored away than you could use in a lifetime. The trick is, you may not want to hear everything I could tell you.

You're just now getting your brain back on-line after having it scrambled and reconstituted. However, if you feel that you'd rather make the decisions yourself, I understand completely. If you ever want a little nudge in what I think would be a useful direction, just take a look in this **Hints** section. I'll give you two kinds of help. I can tell you:

- 1) what I think you should be trying to accomplish,
- 2) what obstacles I foresee and suggestions on how to overcome them.

STEP-BY-STEP HELP (P. 106)

On the other hand, if you want to know precisely what to do at any point, I'm here for you, my shiny cyber-friend. My advice is the best. You'll never need to guess.

BACKGROUND (P. 166)

Nothing is more confusing than being brain-wiped. Chances are, though, that you never really understood the whole Mondite movement in the first place. They've spent a lot of time and money keeping their true goals secret. You'll probably be interested in the dossier I've accumulated on them — you might find it useful to know what you're up against.

RECORDED DATA (P. 176)

I've also included some other information you might find useful. There is a lot of information that you can access from the monitors and logbooks scattered around the base. It includes things like personality profiles on some of the people who have been brought in here. People that seem to have survived. After all, you may have been one of them — wouldn't you like to know who you were?

IDENTITY PATHS (P. 214)

Frankly, at this point I can't tell who you are. What I can tell you is how different people would act in different situations — according to their psychological profiles. I've written down a brief summary of who would do what. It's not anything necessary to getting off Daedalus, but it's there if you're curious.

GENERAL INFORMATION

You've been lying there for a while now. You've regained consciousness and even managed to stand. Beyond that, you've been pretty useless. I know you can't help it. You've been surgically altered, and all your instincts for movement are mis-routed. Nothing works right. You don't know how to function.

I've got a cure for that.

DIFFICULTY

As soon as you start your escape, you'll know whether you're having an EASY, MEDIUM or HARD day. You'll still have to do the same things to get out, but the amount of work it will take to accomplish it will be different.

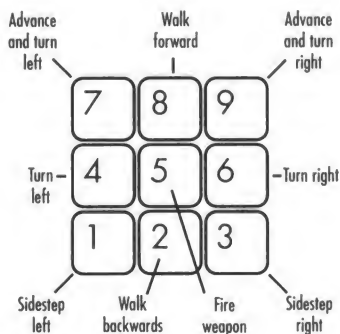
The harder the day, the weaker your attacks will be. Not only that, but your opponents will do more damage per blow. Also, on a HARD or MEDIUM day, if you throw the same attack movement two (or more) times in a row, you'll find that you are much slower the second (and subsequent) times. Nothing will be impossible — just more challenging.

MOVEMENT

Close your eyes and imagine that you have an interface keyboard at your fingertips. It may sound strange, but that's the best and quickest way that you can relearn the basics of walking, running, fighting and manipulation. Just think about that keyboard.

I'll give you an example. Can you picture the keypad that would be on the right side of the board? Try. Seventeen (or so) keys, some with numbers on them. Imagine yourself holding down the [8] button. Go ahead — do it

See! You took a step forward. That's because those keys control your basic movement.



Upper-row keys move you forward.

[8] moves you directly forward.

[7] moves you forward and to the left. ([8] + [4] does the same thing.)

[9] moves you forward and to the right. ([8] + [6] does the same thing.)

Middle-row keys control in-place movement.

[4] turns you to the left. You won't go to the left, you'll just turn.

[6] turns you to the right in the same way.

[5] will ... oh, buddy, watch out for [5]! You'll shoot whatever you're looking at!

The lower row of keys move you sideways or backwards.

[1] makes you sidestep to the left.

[3] makes you sidestep to the right.

[2] moves you directly backwards.

[2] + [4] moves you back and to the left.

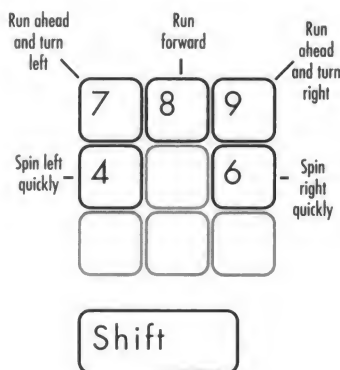
[2] + [6] moves you back and to the right.

It's actually pretty straightforward. It should be easy to pick up after a little practice of time. That's good, because you don't have much time. As a matter of fact, we should go over the combat moves before that hovering robot gives you another knock-out injection.

RUNNING

I've been watching your thoughts long enough to know you don't like to go slow. That's okay, because speed is an easy thing.

Imagine the [Shift] key. That's the running key. Keep the [Shift] key down while you press the upper keys.



[Shift] [8] is running forward.

[Shift] [7] is running ahead and to the left.

[Shift] [9] is running ahead and to the right.

[Shift] [4] turns you to the left quickly.

[Shift] [6] turns you to the right quickly.

And yeah, you'll run slower when you're injured. I've seen a lot of injured people running in this area, so I'm pretty sure.

COMBAT-READY MOVEMENT

When you find yourself in a dangerous situation, you'll need to enter a combat "frame of mind," or else you'll get pummeled. I don't know why they haven't made it automatic, but they didn't. Maybe so that you wouldn't attack them before they had a chance to make sure your programming was tight.

We can fix that. It's simple. Remember that keyboard? Just imagine yourself pressing [C]. That'll put a killer glint in your baby-blues, I promise. When you want to be back to normal, imagine pressing that [C] button again.

Other than the fact that you will be combat-ready, movement works the same in and out of combat.

ATTACKS

There are two basic kinds of unarmed combat that have been programmed into you — hand combat and foot combat. Since your career path, as far as they were concerned, was the not-so-subtle art of assassination, I think you'll find that you actually fight better than you walk. It's just one of those things.

By the way, tend to attack with your right hand.

ALT HAND ATTACKS AND BLOCKS

Back to the old keypad — only this time press the [Alt] button at the same time. Upper and middle keys are hand attacks. Lower keys are blocks.

[Alt] 7 gives a serious left uppercut.

[Alt] 8 gives a two-handed head chop. It's your most powerful hand attack, and a nice way to finish off an enemy.

[Alt] 9 gives a super roundhouse blow from the right. This is another of your more powerful attacks.

[Alt] 4 gives a quick body blow from the left.

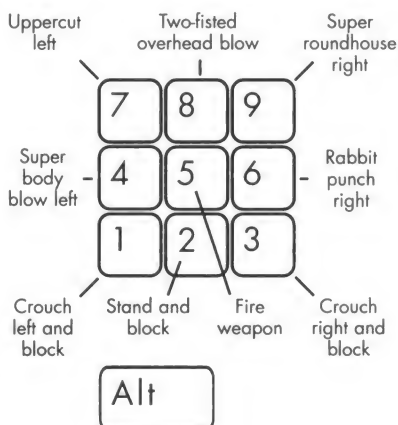
[Alt] 5 fires your weapon.

[Alt] 6 gives a neat, right-handed rabbit punch. It's the quickest but weakest move.

[Alt] 1 has you crouch to the left and block.

[Alt] 2 is a standing block.

[Alt] 3 has you crouch to the right and block.



CTRL FOOT ATTACKS

Foot attacks are done the same way as hand attacks — only while holding down **Ctrl** instead of **Alt**. Don't underestimate foot attacks. They carry quite a wallop.

Ctrl **7** is a super-kick to the head. This is one of your most powerful moves.

Ctrl **8** is a head-butt. Okay, a head-butt is not a foot attack. I know, already. Just keep in mind that with your metal-cased head, it's like being hit by a steel girder.

Ctrl **9** is a roundhouse kick to the head. It's your most powerful kick.

Ctrl **4** is a left-footed kick to the body. Nice move to use on short opponents.

Ctrl **5** fires your weapon.

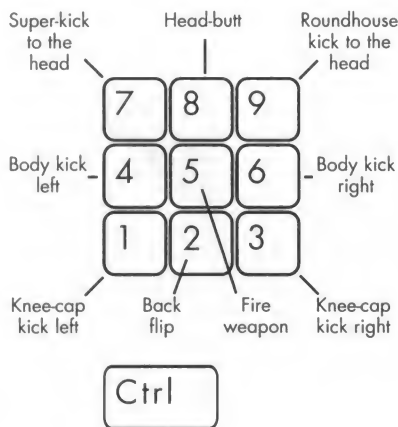
Ctrl **6** is a right-footed kick to the body. Also effective on short opponents.

Ctrl **1** is a left-footed kick to the knee-cap.

Ctrl **2** gives you a back flip you'll surprise yourself with.

Ctrl **3** is a right-footed kick to the knee-cap.

If you are having a **HARD** or **MEDIUM** day, your combat is going to suffer — and not just because you'll be weaker. On a **HARD** or **MEDIUM** day, if you use the same combat maneuver two or more times in a row, you'll lose power in the second and subsequent blows. That's mainly because it will take you more effort to regain your equilibrium and position for the exact same move. Lucky for you there's an easy solution — vary your punches or kicks. Even alternating between two of your favorite moves is fine.



BLOCKS

Don't forget to duck when someone takes a swing at you. Standing there and taking it on the chin is a loser's game plan. Learn the blocks and use them. There are folks around here who'll take any opportunity for a sucker-punch — and they won't let you recover. If you successfully block any sort of blow, you'll hear a metallic "clanking" sort of noise. You'll hear the same thing if they block one of your attacks.

The best idea, of course, is never let them get the upper hand. As long as you've got the conflict under your control, just keep at it until they go down.

PERSONAL INFORMATION MANAGER (PIM)

They've rigged you up with something that they've called a Personal Information Manager (PIM), but what might be better called a Personal Interface Manager. You may have recognized by now that you don't automatically know everything that is going on inside your head. Specifically, the part of your brain that I'm talking to now is an outsider — a stranger — to some other aspects of yourself. Basically, I'm talking to the new circuitry. The old stuff, all those gray cells that they left behind, are in another section, and the new stuff doesn't talk to the old stuff. There is no way of direct communication, but you can keep track of what they're thinking by using your PIM.

Your PIM has four main functions: Journal, Inventory, Diagnostics and Options.



Accessing your PIM screen

- Press **[P]**.

Selecting from the menu

- Use the **[↑]**, **[←]**, **[→]** or **[↓]** keys to move your finger over a button, then press **[Enter]**.
- OR press the first letter (on the keyboard) of a menu button:
 - [J]** for JOURNAL,
 - [I]** for INVENTORY,
 - [D]** for DIAGNOSTICS or
 - [O]** for OPTION.
- OR you can also left-click on a button.

JOURNAL

You'll need to read your journal fairly frequently if you want to keep track of the hidden side of your brain. When that side has added an entry, you'll hear a chime go off, and the little yellow light on your left wrist will begin to blink.

No, you won't notice yourself writing them. It's all done internally. Furthermore, just in case you were wondering, there's no way for you to communicate with your "other half." Which is just as well because it thinks it's in charge.

Accessing your Journal

- Press **[J]**,
 - OR select JOURNAL from your PIM screen.



Time does not halt while you read the Journal.

Viewing Journal entries

- Click on the  and  to scroll by entry, or the  and  to scroll by line.

INVENTORY

You have pockets. It doesn't look like you have pockets, but you do. Some of your bones, organs and muscles have been replaced with powerful — and compact — mechanical devices. The room that was left over can now be used for storage. Thoughtful of Mastaba, wasn't it? You must remember to hunt him down and thank him like the gentleman he is. When you place an item in inventory, you enter it on a list. This list notes not only what the object was, as close as you can guess, but any observations that you might have about it.

Accessing your Inventory

- Press **[I]** when your left hand is empty,
- OR select INVENTORY from your PIM screen.

Viewing an object

- Select the item's name.

Placing an item in your left hand

- Click on READY,
- OR click again on the item's picture.

Either of these exits Inventory, prepared to use whatever item you selected.

Exiting Inventory without selecting an item

- Select EXIT,
- OR press **[Esc]**,
- OR right-click.



Time does not halt while you are in the Inventory screen.




DIAGNOSTICS

I can tell by the way you groaned when you woke up that you don't think you're feeling too great. Well, I can tell you that you're feeling fine. Rather, no matter how badly you feel, you're perfectly healthy. How do I know? I snuck a peak at your self-diagnostics program. Doctor Mastaba planned for you to be the perfect assassin, and you're way too valuable to be expendable. He designed a phenomenal healing system that you can use to repair yourself. I think you should take a look at it — I've got a funny feeling you're going to need to be very familiar with it before we're safely out of here.



Accessing the Diagnostics screen

- Press **[D]**,
- OR select DIAGNOSTICS from your PIM screen.

 Time does not halt while you are in the Diagnostics screen.

HEALTH

You can see that your HEALTH bar reads from 0 to 100. When all the bar-marks are blue, you're 100% healthy. That's good. As you take more damage, the blue bar-marks turn brown. It's a percentage deal. When half the bar-marks are brown, you are at 50% health. When your health bar is entirely brown, you die. Let's avoid that scenario, shall we?

ENERGY

The idea is to use your stored energy to heal yourself. Your internal battery is in your right hip, and I've got bad news. It isn't rechargeable. That should be okay, though, because this base has several, and I can help you get to them. You can tell how much energy you have left by looking at your ENERGY bar. It doesn't work exactly the same as your HEALTH bar, but it's close.

The only difference is that it doesn't necessarily read from 0 to 100. It goes from 0% to 100% of however much your current battery holds. You understand? Okay, let me explain. Some batteries hold more energy than others. Like your HEALTH bar, when the bar is entirely blue, a battery is 100% charged. If you put in a 500-point battery that's half-charged, it will read 50%. Still, that would be a lot better than 100% of a 50-point battery. Got it? You can tell how many points are in the battery by checking out the number to the right of the ENERGY bar. As you could guess, not all the batteries on the base are full.

To install a new battery, pick it up and press **[Spacebar]**. You'll swap it out, and be left holding the old one. You should drop the old one, since you can't put it into inventory. Of course, if the new battery has less charge than the old one, you can switch back to the other one by picking *it* up and pressing **[Spacebar]** again.

ENERGY TRANSFER

Now, this is the important part. You can transfer energy from your internal battery to your life-energy. You'll actually be able to feel the health pouring into you. It may tickle as your muscles chemically knit back together.

Do you see the button next to the words BIOLOGICAL REPAIR in the Diagnostics screen? That's the beauty that's going to do the trick. Right now the button reads INACTIVE because it is not currently shunting power. When you press it, though, it will light up and read ACTIVE.

Oh, there's something you should know. Each ENERGY bar-mark converts into two bar-marks of HEALTH. It's not an even swap.

Transferring energy

- Press the BIOLOGICAL REPAIR button to begin the transfer.

It will read ACTIVE until you are fully healthy or you shut it off.

- **[Esc]** exits the monitor, but repair continues until you are completely healed.

Stopping energy transferal

- Press the ACTIVE button again, turning it off (INACTIVE).

PFD PROTOTYPE

I'm sure you're wondering about the mysterious PFD Prototype. That's your internal gun. You can't use it now — it only takes a particular variety of battery. Basically, Mastaba designed your internal gun around some alien technology that he's investigating. He knows how it works, but there are still a few details that he needs to iron out. He hasn't completed his work on the battery yet, but he's getting close. I suppose you could wait around until he perfects one, but I'm definitely advising against it.

Anyway, according to his notes, when you acquire the battery and want to use your PFD Prototype, you'll first need to press the CHARGE button in your DIAGNOSTICS screen to get it up and running. When it is functional, it will read READY.

Once the PFD is charged, you fire it by pressing **[5]**. Once you have the PFD readied, you won't want to use anything else.

OPTIONS

This is where the fun really starts, buddy. I'm telling you you're special. You can fine-tune your head — and that's a quality that I'm sure nobody else has.



Accessing the Options screen

- Press .
- OR select OPTIONS from the PIM screen.



Time halts for as long as you remain in the Options screen, or any subsidiary screens.








This is called RETURN TO DOS, and it's a way for you to rest and relax. If you do it right, it's not dangerous and won't endanger your position.



This is a really sweet feature that is only available to the highest quality, most technologically advanced cyber-brains around. It's a way to mentally save a moment in time, and be able to return to that precise point and continue, a little wiser than before. Quite a handy skill for a Mondite assassin, isn't it? I would say that you were the only one able to perform this tidy little trick, except that I can do it, too.

Choosing a save location

1. Click on a number from 1 to 9. This number allows you to access the saved point, if you should later wish to return,
OR press  to  on the keyboard,
OR use the   keys to cycle through the locations.
2. Type in a brief description. Even advanced cyber-brains need reminders.
3. Press .



These adjust your hearing.



This controls the volume at which you hear sounds. You may turn the sounds off entirely by pressing the button (making it dark), or you can adjust the volume by pressing the – and + buttons on the left. You will hear a sound effect to demonstrate the new volume. When the bar above these keys is entirely blue, the volume is at 100%.





When this button is bright, you will see subtitles, as well as hear anything that anyone says to you. You have to admit it is an advantage over the organic, sound-only method of conversation. In a world full of enemies, accents and what-all, misunderstandings can be dangerous. When the button is dark, no text will appear.



Admit it. You hear music in your head. You can relax, because you aren't crazy. It's part of Mastaba's twisted thought-process — it has something to do with the flute. However, you may turn the music off entirely by pressing this button (making it dark), or you can adjust the volume by pressing the - and + buttons on the right. You will briefly hear music to demonstrate the new volume. When the bar above these keys is entirely blue, the volume is at 100%.



Remember how I said you could save a moment in time, and return to it later? This is how you do it.

1. Click on a number you previously chose for a saved moment, or cycle through the them by using  and . (The background shows the scene from where you saved.)
2. Press **LOAD** to return to the moment currently shown on the screen.

By the way, you automatically have a saved point at the moment you woke up in your cell. You got to it by selecting **NEW**.



This returns your attention to the situation you were in when you accessed the Option screen.

GAMMA is the brightness of your vision. + makes it brighter, and - makes it darker.

SAVE SETTINGS records any Gamma changes you made and returns you to the **OPTIONS** menu.

CANCEL returns you to where you left with the same Options settings as before.

INTERACTION WITH ITEMS

You'll quickly discover that you are no longer right-handed or left-handed. Of course, they didn't do you the favor of making you ambidextrous, either.

There are some things that you only can do with your left hand, and other things that you can only do with your right. In fact, we can divide all objects into two groups: things you manipulate with your left hand, and the rest — which you use only with your right hand. You treat these items differently. Items that you pick up with your left hand you can place in your inventory. Right-hand items, no matter what you do, can not be put into inventory. Plus, just to make things complicated, you cannot hold two right-hand objects at once — you must first drop the one you are holding before you can pick up the next one. I don't know why. Maybe Mastaba forgot to tie up a couple of loose ends. Maybe he thought this was a good way to teach you to juggle. Who can tell?

LEFT-HAND OBJECTS

Nearly everything on the base is a left-hand object. After you pick up a left-handed item, you can use it or put it in your inventory. (Refer to **Inventory**, p. 15.)

RIGHT-HAND OBJECTS

Basically, only weapons and batteries can be held in your right hand, and like I said earlier, you can only hold one item at a time. You cannot put them in your inventory. Actually, I wonder if Mastaba programmed you not to put weapons in your inventory because of what might happen if a blaster went off while it was inside you. Could be.

MANIPULATING OBJECTS

You may find this part the trickiest. You have to re-learn how to manipulate the items that you find on the base — and you don't have a lot of time for practice. It's pretty simple, though. In a short while you'll be doing it as quickly and automatically as you used to do before the operation.

PICKING UP/PUTTING DOWN ITEMS

- Move close to the item.
- Press **Enter**.

USING AN ITEM

- Press **Spacebar**.
- It can either be something nearby — like a door — or an object that is in your hand.

PLACING AN OBJECT IN YOUR INVENTORY

- Press **I**. Remember, if you aren't holding it in your left hand, you can't pack it into inventory.

MONITORS

You wouldn't believe the wealth of information that they keep loaded into the computer system here. I'll tell you a secret — that's how I got trapped here. I decided there was some pretty interesting stuff going on in the Mondite computers, and started nosing around. These guys have some serious plans, and that's the truth! I made the mistake of downloading completely into Mastaba's system because there was plenty of room and lots of fascinating information, and then the next thing I knew I was shipped here.

I hope you aren't easily offended, because some of the things you're going to read are pretty offensive. At least, I'm pretty sure that I would have been offended — back before I was downloaded.

You'll find that there are two basic kinds of monitors: Information Monitors and Interactive Panels. They are both important.

INFORMATION MONITORS

These gems tell you everything you need to know about who people are, what they are doing and why they are here in the first place. Doctor Mastaba keeps surgery notes, Doctor Escher keeps a log on the archaeological dig, even some of the Top Secret experiments that they are running on the alien artifacts are documented. This is a busy place, and you'll need to know a lot to keep alive. Think of it as an on-the-run curriculum for the School of Survival. Read, read, read.

INTERACTIVE PANELS

These will be our ticket to making this world do what we want it to do. This whole lab was designed to be top-secret — they wanted as few people aware of it as possible. Knowing that, I'm sure you'll understand that whatever could be mechanized, was. That will work to our advantage. There are all sorts of robots here that we can control. Doors that are locked against us can be opened. With you on the outside working the controls, and me on the inside telling you how to do it, we'll slip through this place before they can blink twice.

First I'm going to teach you the basics.

USING A MONITOR

- Go up to it and press `Spacebar`.
- Move your finger to each of the control buttons by using `↑`, `←`, `→` and `↓` or your mouse.

That was easy, wasn't it?

Now the fact of the matter is that I've got access to all of the Information Panels in **Recorded Data**, pp. 176 - 213. I've arranged everything that they can tell us, and you can access my data-bank anytime. However — sometimes the really vital information on them is impossible for me to tell you. So it's pretty important that you read the monitors for yourself. Make sure you read them all the way through.

COMBAT TACTICS

POSITIONING YOURSELF

Facing. As you probably know, combat is wholly dependent on position and timing. When you're fighting somebody, you have the ability to automatically face towards your opponent. That's very important. If you had to stop and think about exactly how to position yourself to attack someone, you wouldn't be able to do it in time. It has to be done without thought. You'll notice that when you come within a certain number of degrees — I think around thirty degrees — of facing someone, you'll automatically face off with your opponent.

Pre-positioning. So let's say you throw a kick — your spinning-roundhouse kick for example. If you throw that, you have a great chance of hitting your enemy. (There's also a pretty good chance that he'll hit back in the middle of your kick. It's a long one.) After you hit him, you won't be facing directly toward him. If you immediately attack again, you'll probably miss. You'll still be facing in the incorrect direction. It actually pays to pause just a little bit to make sure you're re-centered and make sure the maneuver you're about to use is the right one. Don't just blindly throw punches and kicks. If you do pause for a moment, you'll center yourself and be facing your opponent again. Only then should you launch your next attack.

CHOOSING ATTACKS

You also have a wide choice of things that you can do. Some are very quick attacks, but they don't do a lot of damage. Some attacks take much longer, leaving you vulnerable, but they do more damage. You have to judge which ones to use against which opponents. There are hand and foot attacks — some of which are high while others are low.

Height and Counter-Attacks. For example, if you're fighting the Cyberaptor in the Cryogenics room, you definitely won't have a lot of success if you stick to high punching attacks. It's not that tall. Clearly, you've got to go for the lower approach.

Another thing to keep in mind is the height of your opponent's attack. Certain opponents will have a tendency to use high attack motions while others use low attack motions. The Cyberaptor, for example, is low to the ground, so it'll use low attacks. For that reason, the techniques that work well against high attack motions won't work against it. Caynan is one of those people who use high attack motions. He's only got one arm to attack with, and he tends to use huge, very powerful, overhand strikes. This means that if you can get off a quick attack while he's attempting to strike you, you'll probably be able to stymie his attack before it connects. In the same way, there are certain kicks which, when you use them, you lean back — and out of the way of your opponent's attack. The **[Ctrl] 3** knee-cap kick and the **[Ctrl] 6** right-foot kick to the body are like that.

Since Caynan's attacks are high, if you use the **[Ctrl] 3** and **[Ctrl] 6** maneuvers, you have a better chance of his attack missing you while you follow through with your strike. Remember, if you are having a MEDIUM or HARD day, doing the same maneuver twice in a row puts you at a great disadvantage — the second blow is much slower.

Recoil. At the same time, if you use certain kicks on him while he's still recoiling from your last attack, you'll miss him entirely. While you're completing your kick, he'll finish his recoil, attack and kill you — all because you've missed the timing of your attack. So it's often important to wait for your enemy to complete his recoiling motion before you launch your next attack.

OTHER TACTICS

Let's talk about some general maneuvers.

LAUNCHING A ROUNDHOUSE

When you knock somebody down, you can launch your next attack when he gets up and steps back towards you. If you start with the **Ctrl** **9** long roundhouse your foot goes through such a wide arc that he will walk right into your attack. That's one of the attacks that are nearly always successful, especially against humanoid type opponents.

INCREASING DISTANCE

Also, if you've gotten too close to somebody there are some things that you can do. One of them is the **Ctrl** **8** head-butt. When you're really close to someone, your punches will tend to miss him by going off to the side. In that case, you can use **Ctrl** **8** to butt him away from you. It's a good way to get some distance.

RECOVERING

On **HARD** days, if you get hit hard once you're probably going to die. They'll keep pummeling you as you try to recover your balance. There are two things to do should that happen. Either try to crouch (**Alt** **1** and **Alt** **3**) so the next attempt won't land (of course, if they use a low attack they'll hit you). You can also try to do a **Ctrl** **2** back-flip to get out of the way.

Another effective move is to start running (**Shift** **8**) the moment you stand back up. That way, even though their attack might be on its way, you'll run out of the way so the blow doesn't land. Try to run behind them — they'll have to spend more time turning around to face you again. That should buy you enough time to position yourself again and use the powerful **Alt** **9** roundhouse punch to catch them on the way in toward you. Some of the most difficult battles you can control simply by backing or running away at the right moment. That forces the other guy to advance and settle into his combat stance. You'll get a valuable second or two before he throws his initial attack.

USING ATTACK "WINDOWS"

Both roundhouse attacks are good because their attack "window" is large. A punch like the **Alt** **4** body blow has a fairly brief attack window. Your fist is making a striking, almost "stabbing," motion, as opposed to the roundhouse attacks where you're making a sweeping, slashing attack. The greater duration means your attack is effective longer. It's good for when your timing is off. The **Ctrl** **8** head-butt and the **Alt** **8** overhead chop are also good slashing attacks. Their period of effectiveness is longer than the quicker blows. Use them frequently.

You'll want to back up when you fight to make your opponent walk into attacks. That will increase your chance of success on **HARD** days.

WEARING THE HARDSUIT

Something you can do to increase your chances is to get that hardsuit on nice and early. The hardsuit absorbs damage, so you want it on as soon as you can. You might even run past that Control Room guard to get to the hardsuit machine, get the suit on, and then come back to fight. You become a bit more sluggish in a hardsuit, but it pays for itself.

When your hardsuit gets damaged all the way to its maximum, it can't absorb damage any more. There are too many holes in it. So you want to go back to the hardsuit machine if you're still in the base, and get a whole new one to put on. The new one will be fresh and clean and will absorb damage all over again. You have to be careful not to use up all the damage-absorbing capacity in your hardsuit, because then you're suffering the slowdown without getting any of the benefit.

RETREATING

Anytime you find yourself seriously losing a battle, run away. Unless they have a gun. If they have a gun, running away can be pretty dangerous. You can still do it — just plain leave. You're a cyborg, and you have an internal battery that can heal you. The humans have absolutely nothing like that. So you have a fantastic advantage. You can leave anytime you want, go and heal yourself, and then come back and fight the rest of the battle. You'll start out with full health and they will still have whatever damage you've already inflicted on them.

VULNERABILITIES

Most characters and creatures are divided into six sections: left and right upper sections, left and right middle sections, and left and right lower sections. (Shorter creatures are divided into four sections.) For humanoids, the upper, middle and lower sections are essentially the head, torso and legs. Every time you attack, your actions shield some areas of your body and leave other areas of your body vulnerable. While in the positions illustrated below:

Normal sections will take the damage listed under the opponent's statistics.

Vulnerable sections take 50% more damage than they would otherwise.

Blocked sections take no damage.

Below are examples of how body positions leave areas of the body vulnerable, blocked, normal or empty.

N = Normal

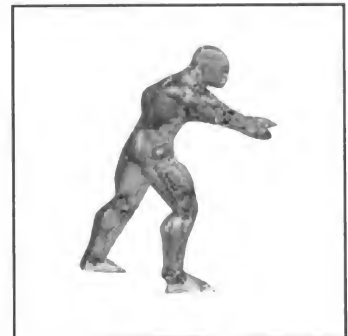
B = Blocked

V = Vulnerable

E = Empty (For example, in a crouch your head is no longer in the 'head zone' – if your opponent throws a high punch, he'll miss entirely.)



Right	Left
HeadB	Head ...N
Torso.....B	Torso....N
LegB	Leg.....V



Right	Left
Head ...N	Head ...N
Torso.....B	Torso.....B
LegN	LegN



Right	Left
HeadE	HeadE
Torso.....B	Torso.....B
LegB	LegN



Right	Left
HeadV	HeadV
Torso.....B	Torso.....B
LegN	LegN



Right	Left
HeadV	HeadV
TorsoV	Torso.....B
LegV	LegN



Right	Left
Head ...N	HeadN
Torso.....B	Torso.....N
LegE	LegV



Right	Left
HeadB	HeadB
Torso.....B	Torso.....B
LegN	LegN



Right	Left
HeadV	HeadV
Torso.....N	Torso.....N
LegN	LegN

COMBAT STATISTICS AND STRATEGIES

Frankly, I don't know how people-friendly you are at the moment. I will tell you this — not everyone on this rock is your enemy. You may or may not care.

You could take the cautious approach and kill everyone you meet. There are a couple of problems with that approach, though.

In the first place, some of these guys are really tough. They've got great armor, powerful weapons and a lot of combat experience. You could wander around the corridors of the laboratory, pouncing on people and fighting them one-by-one until the entire moon is knee-deep in corpses, but that would accomplish only two things. We'd be alone, which I grant would be an improvement when you take the quality of our present company into account. You would also be so close to dead as to be of no use to anyone. Being a cyborg, you can heal yourself — but only a few times before you run out of energy. That's when you die, buddy. And if there is anything I hate more than being stuck in a place as limited and boring as this one, it's being stuck here forever.

So I don't really recommend that route.

In the second place, there are a handful of folks here who can help you out. Keep in mind — they won't help you if you kill them before they have the chance to say hello.

There are several useful things to know about your enemies on Daedalus.

Health measures health (surprise!). You lose Health points when you get hurt. If you lose all your Health points, you die.

Damage measures how badly you can hurt other creatures. However, the Damage points you can inflict are modified by your opponent's armor and (sometimes) by your specific attack.

Armor measures how well you are defended. *Impact Armor* reduces the damage of physical attacks; *Energy Armor* reduces the damage of power-based attacks.

When you attack a creature, your Damage points are reduced by the creature's appropriate Armor points (impact or energy). Then its Health points are reduced by the result.

That is: Health (after an attack) = Health points - (Damage points - Armor points).

WEAPONS AND ARMOR

Caynan's arm	No additional damage
Blaster	25 points / shot (energy)
Perimeter	Unknown — enough to shoot down a dropship
Defense Weapon (Tower gun)	
Tonfa gun	50 points / shot (energy)
Missile	Unknown — enough to kill any creature in the vicinity
Warhead	Unknown — enough to kill any creature in the vicinity
PFD	25 points / shot (energy)
Grenade	Unknown — enough to kill any armored person in the vicinity
Hardsuit	Absorbs 5 points impact damage per hit
Reflective Armor	Reflects any energy shots, including blasters. Provides no protection against physical impact.

AP-127

This is you, buddy. They yanked you out of who-knows-where, performed some creative surgery and have your shiny new body earmarked to be one of their new super-assassins. This is your only chance to put a wrinkle in their plans.



Health	100
Impact Armor	None (5 with Hardsuit)
Energy Armor	None
Energy	Varies according to battery
Strengths	Bio-repair system allows healing.
Weaknesses	Healing depletes energy supply.
Damage	Varies according to attack (weapon damage also possible):

Command	Attack	Easy	Medium	Hard
Alt 4	Left body blow	24	20	16
Alt 6	Right-handed rabbit punch	14	10	6
Alt 7	Left uppercut	19	15	11
Alt 8	Two-handed head chop	29	25	21
Alt 9	Right roundhouse blow	24	20	16
Ctrl 1	Left-footed kick to the knee-cap	14	10	6
Ctrl 3	Right-footed kick to the knee-cap	14	10	6
Ctrl 4	Left-footed kick to the body	19	15	11
Ctrl 6	Right-footed kick to the body	19	15	11
Ctrl 7	Super-kick to the head	24	20	16
Ctrl 8	Head-butt	24	20	16
Ctrl 9	Roundhouse kick to the head	24	20	16

NURSEBOT

The nursebot is a specially modified hoverbot with a simple role. When a patient shows signs of recovering independent thought, it sedates him. If he begins to act violently or in a manner that might become self-destructive, it sedates him. If the subject starts to move before he is scheduled to be active, it scolds him — and then sedates him.

Location	Cell Three
Health	100
Impact Armor	Cannot be destroyed by physical attacks
Energy Armor	300
Strengths	Supposedly resistant to physical attacks.
Weaknesses	Energy armor is weak at the rear.
Damage	5 pts. per hit (impact damage), plus sleep toxin knocks you out temporarily.



STRATEGY

The good news is that this machine isn't really programmed to deal with a fully functional prisoner. If you can get into combat mode quickly enough, you have a really good chance of beating it.

What's important to know is that the nursebot is only impact *resistant*, not impact-proof. A couple of good punches and kicks will get it all scrambled up inside. When it loses its balancing control, stand so that it is between you and the door, and give it a good Ctrl 9 roundhouse kick. It should bounce into the force bars. That will take care of two problems: the nursebot and the energy bars.

CAYNAN

This guy was the Chief of Security who quietly turned against the Mondites. He was captured while trying to help an experimental subject escape, and subjected to the experimental process himself. Now stripped of his humanity, he is entirely and irrevocably insane. Death would be a kindness.

Location	Cell One
Health	200
Impact Armor	None
Energy Armor	None
Strengths	His one arm is very strong. He is also fast and trained in combat.
Weaknesses	He cannot defend his left side, and his arm stump is tender. He does not use his legs to attack.
Damage	Varies according to attack:



Attack	Easy	Medium	Hard
Right uppercut	14	22	26
Right body blow	8	16	20
Right backhand to head	18	26	30
Overhead slam	16	24	28
Right blow to head	13	21	25

STRATEGY

You can distract this thing that used to be Caynan with the drumstick. If you want, get a free punch in while he's eating.

When you're fighting Caynan, it's important to remember that he has just lopped his arm off during his failed escape attempt, and he's not very happy about it. In fact, the wound is completely raw. If you punch him with the **[Alt 7]** uppercut, you should hit his arm stump. That puts him in a lot of pain. He'll scream, and his head will whip back and forth as he goes through his throes of agony. It's a great way to disable Caynan before landing the finishing blow.

Also, the ducking maneuvers, **[Alt 1]** and **[Alt 3]**, are fairly useful since he only uses high attacks and won't connect while you're low to the ground. (Don't use them against the Cyberaptor. It will be a horrible tragedy and you'll be dead for sure.)

MECHBOTS

These robots were designed to be "super guards." They go where it would be too dangerous for humans to go — either because the environment or the opponent is unusually hazardous. Don't underestimate these monsters. They're killers.



Chaos Corridor

Health	125
Damage	50 pts. / shot (energy)
Impact Armor	5000
Energy Armor	None
Strengths	Cannot be harmed by impact attacks.
Weaknesses	Can be damaged by energy weapons.

STRATEGY

You're not prepared to go up against a mechbot yet. Dodge into the elevator alcove and hope that it doesn't see you. After it passes, run down the hall behind it.

Control Corridor

Health	125
Damage	50 pts. / shot (energy)
Impact Armor	5000
Energy Armor	None
Strengths	Once you leave the elevator, it goes into rapid-fire mode.
Weaknesses	Can be damaged by energy weapons.

STRATEGY

This one's got a big problem. It's nearsighted, but tough. If you run up behind and punch it, you won't do any damage to it. You have to bounce blaster fire off the back of the elevator and take it out. You don't want to get caught in that corridor unless you are suicidal. Try to stay out of its sight while you're in the elevator — it's no fun being in an energy-reflective environment with major firepower bouncing around.

Basement Corridor

Health	Takes about 3 shots on an EASY day, 5 shots on a MEDIUM day, 7 shots on a HARD day.
Damage	50 pts. / bolt (energy)
Impact Armor	5000
Energy Armor	None
Strengths	Once it hits its target, it follows with a lethal volley of shots.
Weaknesses	Can be damaged by energy weapons.

STRATEGY

This mech doesn't come out of the airlock until you have completely left the elevator. This is a problem. You can't take care of it in the same way that you took care of the mech in the Control Corridor because you have no elevator to bounce shots against. It's closed. In fact, if you try to get back into the elevator, the mech's just going to shoot you, and then you'll be dead.

If you have carefully perused the monitors you will discover that some of the robots have very good tracking, some are in need of repair. This is one of the smarter ones. It has the full package — it can see you all the way down the hallway and in the dark. So just keep walking back and forth across the hallway. You don't have to run. But you do have to keep moving.

The main thing to remember about that mech is that its first two shots are a little bit inaccurate because it hasn't finished zeroing in on you. The first shot almost always goes straight down the corridor. The second shot is a little bit unpredictable and so you may have a difficult time dodging it. But after that every single shot will always act exactly the same way. It'll point at you and fire at where you are *at that particular moment*. So wait for it to point the gun and fire, and then move. If you're facing the mech, you can sidestep away from the shot. However, if you're close to it, the sidestep won't be quick enough to get you out of the way, and that's bad. It'll kill you.

When you're close in, there's a movement that works, but it's pretty tricky. There are different ways to do it. One of the ways that works best is to note the line on the hallway floor. If you just walk back and forth right on that line, you'll find that the mech can't hit you. You probably want to start out by just practicing. Just walk back and forth, back and forth. Start out by standing to the left of the corridor, *facing the wall*. Let the mech fire at you and back away (2) from the wall a moment after it fires. As you do so hold down (4), and you'll find that as you step away from the wall you'll begin to back toward the elevator doors. Stop when you're facing the mech and fire your blaster. There will be enough time that you'll be able to get your blaster shot off.

Now don't stop and wait for another one. You'll die. You want to start going forward (8), and toward the other wall (6). Then back up again. Let the mech fire at you again. Weave and fire, weave and fire, weave and fire.

You can start against the right wall (instead of the left wall), if you'd like. Just don't forget to adjust the moves accordingly.

CYBERAPTOR

This creature was a Mondite experiment kept frozen because Mastaba had no effective methods to control it. As a cyborg, it has a bio-repair system that makes it resistant to permanent damage. It is possible to knock it temporarily unconscious.



Location	Cryo-room
Health	1000
Impact Armor	None
Energy Armor	None
Strengths	Regenerates damage.
Weaknesses	Goes unconscious after several blows.
Damage	

Attack	Easy	Medium	Hard
Left claw	12	20	24
Right claw	12	20	24
Tail whip	18	26	30
Bite	12	20	24

STRATEGY

The best place to fight the Cyberaptor is right on the hatch — that way it falls where you want it to. Fight it with the hatch closed, using a combination of kicks to take it out. When you're fighting it on a **HARD** day, there's a kind of rocking motion that you can get with your kick attacks. Use **Ctrl**1 and **Ctrl**3 to sort of rock back and forth. Both are low attacks and the Cyberaptor will succumb to them pretty easily. One of the best things about those moves is when you are using the **Ctrl**3 attack, your body leans back out of the way, keeping you protected from the tail strikes. The **Ctrl**3 kick puts you in less danger than the **Ctrl**1 kick does. Remember, though, on a **MEDIUM** or **HARD** day you can't use the same strike twice in a row. That rocking motion provides you with a series of attacks that you can use repeatedly.

Watch out, though! It's almost impossible to kill. Just hope to knock it out for a while.

CAYO-TANK CREATURE

This fellow is quick and absolutely deadly. It avoids the light, but will dash out and grab you if it senses you're within its range. You wouldn't stand a chance in combat.

Location	Cryo-room
Health	Unknown
Impact Armor	None
Energy Armor	None
Strengths	Will eat anything alive.
Weaknesses	Afraid of the light.

STRATEGY

There's really no big secret to taking care of the creature in the tube down in the tanks. Just drop the Cyberaptor down there. The tank creature won't come out of the hatch because it's afraid of the light. However, it only eats live meat and by this point it's ravenously hungry. (It's been a while since anyone's climbed in there, seeing what happened to the last guy.) Dropping the Cyberaptor in there will lure it directly under the cryo-fluid pipe.

MONDITE GUARDS

These are the ones that were deemed disciplined and loyal (but not necessarily intelligent) enough to remain behind and deal with any emergencies that come up. You'll notice that they have usually been assigned to guard a specific area — and they won't leave its vicinity.

Damage All guards inflict the same damage:

Attack	Easy	Medium	Hard
Left uppercut	7	15	19
Right roundhouse blow	12	20	24
Left body blow	12	20	24
Right-handed rabbit punch	2	10	14
Super-kick to the head	12	20	24
Head-butt	12	20	24
Left-footed kick to the body	7	15	19
Right-footed kick to the body	7	15	19
Left-footed kick to the knee-cap	2	10	14
Right-footed kick to the knee-cap	2	10	14



Cell Two Guard

Health 170

Impact Armor 4

Energy Armor None

Strengths Very quick.

Weaknesses He's already been injured by the Drogg, so his armor is slightly damaged.

STRATEGY

You can preempt the Cell Two Guard's attack if you're quick. Get up close to him and land a good knock-down punch, then get the blaster as quickly as you can. The trick is to not turn your back on him when you go to pick up the blaster. That's the most dangerous thing you can do. It takes you a long time to lean down, get it and stand back up — and he'll attack you from behind and knock you down. If you back away from him and pick the blaster up while you're facing him, then by the time he stands back up, you'll be coming at him with a blaster in your hand. At that moment, of course, you have total advantage. Take him out with the blaster. That's the way to handle the whole Cell Two Guard thing.

Or, if you're quick and lucky, you can get the blaster and get out before he can take you down.

Another alternative is backing him up against the wall and pummeling him mercilessly. You don't have to worry about his backing out of range — he'll only fall back into the wall. You still have to worry about your timing, but not your distance from him. You can keep using the **[Alt] 9** roundhouse punch, to knock him down over and over again. That should take him out pretty well. But be careful — if you're near the cell bars when you complete your combat, you'll take a step backwards to say something. I've noticed you always step back and say something at the end of combat. So if you're near the cell bars you could take a step backwards into them and kill yourself. That wouldn't be good.

Control Room Guard

Health	160
Impact Armor	5
Energy Armor	None
Strengths	Quick.
Weaknesses	This guy is weaker and slower than most other guards.

STRATEGY

First, I'm going to explain something. When you go into the room with Mastaba, and the controller is crushed, it's important to remember that Mastaba knows he has no way to control you — so he's going to flee. Of course, on his way out he's going to disarm you. (You're lucky he doesn't shoot you.) In other words, if you walk into the Operating Room with a gun, the gun will be taken from you. What you want to do is go back up to the Chaos level, kill the robot that's guarding the corridor and drop the blaster just outside the elevator. Then go back into the elevator and take it down to the Control Area. Now go into the operating room. Mastaba can't disarm you because you don't have a gun — you've hidden it. He just runs away. Go back up to the Chaos Corridor, pick the blaster up and go back downstairs. You now have a weapon that you otherwise wouldn't have had, and you can take out the guards with a blaster without going hand-to-hand. There are three guards that you'll have to take out. Hiding the blaster circumvents the whole problem of being disarmed.

All the guards that you see in this area have "missions."

The main mission of the guard in the Control Room is to make sure you can't get to the hardsuit. What you need to do with him, of course, is use the blaster. That means you can stand on the lower platform while he's on the upper platform and just fire at him until he dies. If you didn't hide the blaster (or you just want to fight him hand-to-hand), he can be very tricky. It'll be hard to see exactly what's going on. You want to be in the angle where the two railings meet, the one back near the window and the railing that faces the main Control Room proper. Get him into that area because you'll get the best view.

Once you've got him lined up there, on an EASY or MEDIUM day you should be able to take him out with a combination of punches and kicks. Use the normal, standard fighting techniques. Your only real concern will be to get your blows in before he does. However, on a HARD day he's exceptionally fast. You may even find that on a MEDIUM day he's particularly quick. So what you can do is to get yourself into position by running to about twenty feet away. Turn to face him and you'll auto-correct so you're in the right position. Then, as he walks toward you, use the **[Ctrl] 9** roundhouse kick to take him out. Once he's knocked down, don't stand there and wait for him to get back up. He's too fast — he'll get back up and punch you before you can do anything to him. Back up a few steps while he's down. That will force him to get up and walk toward you again. Once again you can use the roundhouse kick or, depending on the timing, the **[Alt] 9** roundhouse punch.

Hangar Guard

Health	180
Impact Armor	5
Energy Armor	None
Strengths	Uses many types of attacks.
Weaknesses	Won't leave his post.

STRATEGY

You'll want to get a nice fresh hardsuit before meeting the Hangar guard. He's guarding the *Icarus*. His mission is to make sure you don't mess with it or steal it. He won't come into the elevator to fight you. He's got his orders, and these guys are very militant about following orders. If you pull the gun trick (hiding it before you go to the Operating Room), you can stand in the elevator and take him out. That's a good way to do it. Of course there is the option of fighting your normal hand-to-hand combat. This fellow is also pretty quick, and the same techniques that you used against the Control Room guard can be used against this guy. The gun trick, of course, circumvents the whole problem.

Control Corridor Guard

Health	220
Impact Armor	5
Energy Armor	None
Strengths	This one has a gun, and is very quick. He uses a wide variety of attacks.
Weaknesses	He can be temporarily misled if you use the hardsuit.

STRATEGY

Note: This guard appears **only** if you kill the Control Room guard.

After you've visited the *Icarus* Hangar, there will be a guard waiting in the hallways. If he sees you out of the hardsuit he will attack you. If he sees you in the hardsuit he's not going to know that you're the experimental subject — he'll warn you that there's a malfunction with the reactorbot. Since he doesn't know it's you, you can walk up to him and get into a combat stance. He has a gun, though, and that can be a problem. If you hid the gun earlier, you've got a gun, too. But remember that each time you fire, your aim can get changed just a little bit. If you miss him with any of your shots, he might have a chance to fire back at you. Chances are he's not going to be nearly as generous with you — he won't let you get back up.

So either get very good at firing and timing, so that you wait just the right amount of time between each shot, or fight him in hand-to-hand combat. If you're too close to him, he won't try to fire at you because it takes him too long to get this gun into position to hit you. He'll try to take you down in hand-to-hand. Use the same techniques with him that you used with the Control Room guard.

SECURITYBOTS

These are used primarily in perimeter areas. They usually function more as observation cameras than as shoot-on-sight security units — but for you they'll make an exception. Once the alarm goes out that you've escaped, all securitybots will be programmed to use you as target practice.



Beach

Health	28
Damage	10 pts. / bolt (energy)
Impact Armor	None
Energy Armor	None
Strengths	Found in groups, create dangerous crossfire situations.
Weaknesses	Non-mobile.

STRATEGY

Run by them.

Tower

Health	28
Damage	10 pts. / bolt (energy)
Impact Armor	None
Energy Armor	None
Strengths	Found in groups, use non-reflective bolts.
Weaknesses	Non-mobile.

STRATEGIES

When you go upstairs you have to face the Tower securitybots. Securitybots are very dangerous — if you try to run out of the elevator, they'll take you out. No question about it; you just can't escape. What you need to do is "hide" in the front corner of the elevator and fire against the back of the elevator. That will let you shoot them without getting in their line of fire. Before you do that, though, it's a good idea to heal yourself up to maximum health. That's because if you should happen to catch a ricochet, it's going to hurt! In fact, it really hurts a lot. If you do make that mistake don't forget that you have plenty of time to fight these securitybots. You can go right into Diagnostics after accidentally hitting yourself and heal back up to full — and you should. Remember, you can take yourself out with only two or three blaster shots. You have to be very careful.

Next, there are two more that are just outside of the elevator but out of your line of sight. You need to sneak right up to the edge of the elevator doors, and get just the right angle to shoot directly at them. After that, the next securitybots are to the side of the door — you can't get a direct sight on them without them having direct shots on you. Fire against the back of the tower wall, so the blasts ricochet to either side of the elevator and take out the securitybots.

Ledge

Health	28
Damage	10 pts. / bolt (energy)
Impact Armor	None
Energy Armor	None
Strengths	Found in groups, use non-reflective bolts.
Weaknesses	Non-mobile.

STRATEGY

Killing these things is awfully tough, and you shouldn't even try unless you really want to be a hot shot. If you decide to avoid them, remember that they always fire at you where you are — they don't lead their shots. In other words, you'll be fine as long as you keep moving across their line of sight. If you ever stop for a moment, they'll hit you. If you have to head directly toward or away from one, weave back and forth as you run. There is one place where that can be useful.

Landing Pad

Health	23
Damage	10 pts. / bolt (energy)
Impact Armor	None
Energy Armor	None
Strengths	Found in groups, use non-reflective bolts.
Weaknesses	Non-mobile.

STRATEGY

Avoid them. There isn't any reason for you to be out there. If, however, you're in the kind of mood where you have to destroy everything, trying running around the perimeter and getting them to shoot themselves.

ROLAND

This guard is not your average Mondite recruit. He's a coward, but he's also twisty and deceitful.

Health	60
Impact Armor	5
Energy Armor	None
Damage	Won't attack hand-to-hand.
Strengths	None.
Weaknesses	Responds to coercion.

STRATEGY

What a whimpering, sniveling twit! When you're fighting Roland, you want him to start the gun up as soon as he possibly can — strike him only once and wait for him to finish saying what he has to say. Then strike him again and wait for yourself to finish saying what you have to say. Roland will respond with, "All right, all right." Now, in some cases your second attack won't do quite enough damage, in which case you should attack him just one more time, and wait. If you don't wait he'll be too nervous to say anything and you might kill him accidentally — and you don't want to do that because then you'll never get the gun started. So you have to be very careful with him. Cajole and coerce him physically to start that tower gun up in the shortest amount of time possible.



DROPSHIP

STRATEGY

If you miss that first ship — even if you kill the second ship — when you're running away the first ship will rise up again in a sneak attack because it saw you move away. It *will* blow you up, so you better take out both ships.



REACTOR ROOM ROBOT

STRATEGY

Don't try to fight the robot that's guarding the Reactor Room. You can't do it. You've got to use the Control Room robot to get rid of it. (There's a monitor in the Control Room that guides the Control Room robot.) There's no other way; you can trust me on this. There's absolutely no other way to get by it.



ACID BEAST

The acid lake between the laboratory and the dig site is inhabited by a formidable creature native to Daedalus. Quite a few guards were lost getting Dr. Escher's team to their location, which prompted the construction of a walkway. The Beach, although intriguing to the scientists, has remained strictly off-limits since then.

Health	1000
Damage	Eats you whole
Impact Armor	100%
Energy Armor	100%
Strengths	Invulnerable to all normal physical and energy attacks.
Weaknesses	Defenseless against a direct hit on the head with high explosives (but aren't we all?).



STRATEGY

Fight the Acid Beast? You can't do it. The thing has got too much armor. If you shoot at it with your normal gun, your shots just bounce off. The only way to do take it out is to use a really huge weapon, even bigger than the gun you're about to get from Tumolt. How about an air-to-ground missile or an air-to-air missile?

Inside the Dropship is a Weapons area. You can control the missiles from there. The only problem is that, what with the ship crashed and all, you can't aim them. Instead, you'll have to attract the Acid Beast's attention by firing one of the missiles. Take note of where the missile struck. When the creature goes over to the point of the explosion, fire the next one. That should knock the fight (and everything else!) right out of it.

DROGG

When the Mondite scientists discovered beings encased in what seemed to be technologically advanced sarcophagi, they took one back to the laboratory as a specimen. They named it the "Drogg." Odds are, if they knew what kind of trouble the Drogg was going to be when it woke up, they would have left it slumbering in peace.



Damage

Attack	Easy	Medium	Hard
Double-fisted jab	26	34	38
Backhand	26	34	38
Two-fisted overhead blow	21	29	33

In Reactor Room, the first time you meet it

Health 800

Impact Armor 8

Energy Armor None

Strengths Too strong at this point to overcome. You must find an alternative way of dealing with it.

Weaknesses Does not attack with its legs. Energy weapons are very effective at getting its attention.

STRATEGY

The Drogg is definitely a tricky proposition. The main thing to know about the Drogg is, you're not trying to kill it at all this time. In fact, you can't kill it. The blaster you have with you simply doesn't have the fire power to inflict any damage whatsoever on the Drogg. You have to get a bigger gun — that'll come later. But you don't have it now. In fact, your fists don't have the power to do any real damage to it. If you spend all your time trying to kill it, the reactor's going to blow up. What you need to do is learn from the Drogg. It will try to run across and turn off the light bridge while you're on it. You can turn the tables.

If you fire at the Drogg from too far away, it will duck. So what you need to do is go over the light bridge, get onto the platform — about two to three feet in — and shoot the Drogg a few times. On an EASY day shoot twice, MEDIUM three times, and HARD four times. After you've shot it however many times, run back across the light bridge and it will follow you, thoroughly enraged. Prior to that it won't be angry enough — you won't be able to get it to chase you. So after you've fought it enough, get over that bridge, and when it's on the bridge, turn the bridge off. That will drop the Drogg into the depths below. This, by the way, does not kill the Drogg, but it does get it out of your way long enough to stop the reactor from blowing up.

In Tomb of Soldiers

Health	650
Impact Armor	8
Energy Armor	None
Strengths	Weaker, but still too strong for you to conquer.
Weaknesses	Energy weapons do a good job of harming it. Will run away if it's injured enough.

STRATEGY

The Drogg in the Tomb room is an interesting case. You can try to kill it, but on a MEDIUM or HARD day that can get really difficult. What you want to do is unload the Tonfa gun on it until it overheats. (Remember to let your gun cool down after your battle with the floater.)

Don't fire one blast right after the other; you won't do as much damage. Its vulnerable area is its eye, and when its eye is hidden it doesn't take as much damage. Wait until it's standing up and begins to advance toward you before firing the next shot.

Once you have unloaded all you have into the Drogg, dodge it. Don't try to fight it. Run around the room and avoid it — don't let it get near you. When your Tonfa gun's red and yellow "overheating" indicator has disappeared, you can fire at it again. Once again, fire until your gun overheats. This is one of those battles where you can run away and heal, so don't forget to do that. The Drogg is guarding the glowing item, so if you run into the hallway it won't follow you.

After you've unloaded your gun into it the second time, you need to fight it in hand-to-hand combat. Once it's knocked you down, it'll retreat if it thinks it can get away. So you need to be knocked sprawling on the ground before it'll make good its escape. Once again, you cannot kill it in this room. You've got to just bide your time until you have a better opportunity. However, you should damage it a lot more here. That should help.

In Glass Room

Health	250
Impact Armor	8
Energy Armor	100 (in reflective armor)
Strengths	Cannot be harmed by energy weapons.
Weaknesses	Vulnerable to hand-to-hand attacks. Greatly weakened.

STRATEGY

By this time it's hurt, but still really tough. Maneuver so that you fight it at the far end of the room — you get a better view there. While you're at it, watch out for the falling glass. (Sadly, you can't lure it onto the falling panes.) When you do fight it, this is probably one of those occasions where you'll want to set up a stance facing it, hit it once, and run. Then set up another stance, hit it once, and run. Keep this up until it falls.

FLOATER

These critters are the vermin of Daedalus. Usually staying in dark, dry places, they'll come floating out of their hiding places whenever they sense moisture nearby. The Mondites who originally founded the base discovered that the floaters not only consider humans walking beverages, but that their powerful proboscises can easily punch through armor.



Dig Site [2] and Tubeway Station

Health	100
Damage	20 per "bite" (impact)
Impact Armor	5
Energy Armor	15
Strengths	Invulnerable when curled into a ball, resistant to energy weapons, tries to dodge shots.
Weaknesses	Vulnerable to physical attacks.

STRATEGY

The floaters are very interesting. These alien creatures have a hard skeletal armor. When they curl up, they're like closed clams; you really can't do anything to harm them. Shoot them, punch them, all that'll happen is that they'll drift around. You have to wait until they unfold and start coming toward you. Unfortunately, that's when they are most dangerous. They'll lurch back and drive their syringe-like proboscis into your skin. In fact, they'll punch it right through your metal armor. So what you need to do is make sure you're in combat mode so you can auto-adjust, wait for them to uncurl and fire the Tonfa gun at them when they are uncurled. That will do some serious damage.

If they're close to you when they uncurl, run. Get away, because they'll injure you before you can do almost anything. Don't go too far, though — at any real distance they will dodge your blaster. They're pretty good at that. Get away from them, get in combat mode, let them start floating toward you, and when you think they're close enough, fire! Keep in mind that firing requires you to lift the blaster into position, so it will be a second before you actually launch the missile.

Tubeway Station. If you play your cards right, you won't ever see one in the station.

ALIEN LEARNER [GEN]

Health	1
Impact Armor	None
Energy Armor	None
Damage	None
Strengths	Telepathic ability.
Weaknesses	Very weak.

STRATEGY

He's pretty harmless, and a good ally to have. He won't attack you, and he's so fragile that you can practically flex your muscles and finish him off.



SPACE MARINES

Doctor Mastaba has several dropships brimming with heavy-duty thugs ready to pounce on anyone he points his finger at. They'll come after you if you don't take care of them first.

Captain Tumolt

Health	200
Impact Armor	10
Energy Armor	15
Damage	
Tonfa gun	50 pts. / hit (energy)
Blaster	25 pts. / hit (energy)

Attack	Easy	Medium	Hard
Backhand	21	29	33
Uppercut/backhand combination	21	29	33
Right jab/overhand combination	26	34	38
Left uppercut	7	15	19
Right roundhouse blow	12	20	24
Left body blow	12	20	24
Right-handed rabbit punch	2	10	14
Super-kick to the head	12	20	24
Head-butt	12	20	24
Left-footed kick to the body	7	15	19
Right-footed kick to the body	7	15	19
Left-footed kick to the knee-cap	2	10	14
Right-footed kick to the knee-cap	2	10	14

Strengths	Fast, cunning and has a big gun.
Weaknesses	None.

STRATEGY

We'll give Tumolt some background here. Those "freezers" that you see those marines in are not really cryogenic freezers, contrary to what you might think. You can see tubes running into the soldiers — they are pumping special drugs and adrenaline into them and regulating the body cycle so that when the marines go out into combat they will be hyped-up as much as possible. That's why, although his helmet has been smashed open, Captain Tumolt is still alive and breathing in the thin and poisonous atmosphere of the planet. Plus he's got a vengeance streak a mile wide, as you can hear when he comes out.

Once he comes out of the door and stops he's going to fire at you. Don't try to get the first punch in because he'll just shoot you. Don't run away from him, either — he'll shoot you. What you want to do is either run immediately around him, so that you're behind him, or sidestep a few times to dodge his bolt. Once he fires, you have your chance. From then on if you continue to use combinations of punches you should be able to keep him down long enough. Your gun won't be as effective against him because his armor is resistant to energy blasts. You have to take him out in hand-to-hand combat. When you are all done, of course, you get the big Tonfa gun.

As far as particular tactics, the best one is to not make any mistakes. He's the toughest fighter you're going to meet. The practice of running away to heal doesn't work with him because he's got a gun. He'll shoot you in the back if you try to escape. So you've got to go in there with full health and do your best to take him out.



There is one trick you can use, if you time it just right, but it takes a *lot* of battery power. If you go in and you find out he keeps shooting you — and you're unable to dodge that first shot — go in with less than the maximum health. Just before the battle begins go into your Diagnostics panel and turn on your internal healing. You know that you stop healing when you reach maximum health. *However*, if he hits you the first time while your internal healing is active, your healing will continue to be active while he's pounding you. That will keep your health from dropping down to zero. It uses a lot of battery, but if you have a lot of trouble with this guy, it's worth it. The problem is getting the timing right, so that your healing hasn't reached maximum by the time he comes out and confronts you.

Also, don't forget that you can duck. If you find yourself too far from him, unable to attack or keep running, looking down his gun barrel, remember that you can **[Alt] 3** duck. It will definitely save your butt.



Damage

All other Marines do the same damage. (Some tend to use only the stronger blows.)

Attack	Easy	Medium	Hard
Left uppercut	7	15	19
Right roundhouse blow	12	20	24
Left body blow	12	20	24
Right-handed rabbit punch	2	10	14
Super-kick to the head	12	20	24
Head-butt	12	20	24
Left-footed kick to the body	7	15	19
Right-footed kick to the body	7	15	19
Left-footed kick to the knee-cap	2	10	14
Right-footed kick to the knee-cap	2	10	14

Beach

Health	180
Impact Armor	10
Energy Armor	15
Strengths	Quick, varied attacks.
Weaknesses	None.

STRATEGY

Try to run by him.

Ledge

Health	200
Impact Armor	10
Energy Armor	15
Strengths	Very quick, plus fighting on the ledge can be tricky.
Weaknesses	Will follow you – if you run – and can be shot on the ledge by his own ship.

STRATEGY

Try to run by him.

Landing Pad

Health	180
Impact Armor	10
Energy Armor	15
Strengths	Quick.
Weaknesses	None.

STRATEGY

Try to run by him.

Control Corridor

Health	180
Impact Armor	10
Energy Armor	15
Strengths	Quick, has a gun.
Weaknesses	None.

STRATEGY

Try to run by him.

Operating Room

This is the one that you'll face if you don't take out the dropship. There isn't any way around this guy. He's your own personal Specter of Death.

Health	180
Impact Armor	10
Energy Armor	15
Strengths	Quicker than you, and has a gun.
Weaknesses	None.

STRATEGY

Other than hoping for a miracle, there isn't anything you can do at this point.

OBSTACLES

Getting out of here is not going to be easy. Don't get overwhelmed by the things that are ranged between you and freedom. There is a way to get by everything. If you need help, this list should get you started in the right direction. Items are listed here in roughly chronological order.

OBSTACLE	LOCATION	SOLUTION	PAGE
Nursebot	Cell Three	Punch it into force bars.	p. 106
Force Bars	Cell Three	Run through when they flicker off.	p. 107
Force Bars	Cell One	Run through on the "long off." (It has a long on, short off, long on, long off sequence.)	p. 109
Caynan	Cell One	Kill or avoid him.	p. 109
Door Panel	Cellblock Corridor	4, 3, 2, 2, 1 sequence	p. 110
Palm Reader	Guard Room	Use the nursebot to maneuver Caynan's hand onto the palm reader. Enter Caynan's access number from his logbook. Stand near the palm reader.	p. 112
Mechbot	Chaos Corridor	Duck into the elevator alcove.	p. 115
Cyberaptor	Cryo-Room	Feed it to the Cryo-Tank creature.	p. 117
Cryo-Tank creature	Cryo-Tank	Freeze it with cryo-fluid.	p. 117
Force Bars	Cell Two	Enter through the tunnel dug by the Drogg. You can get to it via the Cryo-Tank.	p. 118
Guard	Cell Two	Grab the blaster and shoot him, or avoid him.	p. 119
Securitybots	Tower	Shoot with blaster, ricocheting if necessary.	p. 121
Roland	Tower	Threaten and coerce.	p. 122
Drop Ships	Outside Tower	Shoot down with the Perimeter Defense Weapon.	p. 122
Mechbot	Control Corridor	Destroy with your blaster, ricocheting off the back of the elevator.	p. 124
Guard	Control Room	Kill or avoid.	p. 127
Guard	Control Corridor	Kill or avoid.	p. 128
Guard	Hangar	Kill or avoid.	p. 128
Reactor Securitybot	Reactor Room	Knock it off the platform using the maintenance robot.	p. 130
Drogg	Reactor Room	Shoot the Drogg from close-up until he follows you, then turn the light bridge off while the Drogg is on it.	p. 132
Overheating Reactor	Reactor Room	Throw lever one, deal with the Drogg, throw lever two, enter the access code from Monitor Three in the Control Area, then hit the POWER DOWN button.	p. 132
Reactor Monitor	Reactor Room	Enter the code from Monitor Three in the Control Area.	p. 132
Mechbot	Basement Corridor	Destroy it with your blaster.	p. 134

OBSTACLE	LOCATION	SOLUTION	PAGE
Panel	Basement Corridor	Punch in the exit pattern found in the Control Room guard's logbook.	p. 134
Securitybots	Landing Platform	Avoid them — you don't need to go there!	—
Securitybots	Ledge	Avoid by running by them.	p. 136
Acid Lake	Beach	Use the alien cube to zip over the lake.	p. 138
Captain Tumolt	Dropship	Kill him in hand-to-hand combat.	p. 139
Locked Door	Dropship	Open with Tumolt's key device.	p. 140
Acid Lake Beast	Beach	Kill with the dropship missile.	p. 140
Blast Doors	Tube One	Blast open with warhead.	p. 142
Floater	Dig Site	Kill with blaster.	p. 145
Drogg	Tomb of Soldiers	Shoot with the blaster until he runs away.	p. 148
Tomb of Soldiers Puzzle	Tomb of Soldiers	Make the colors on the top and bottom match.	p. 148
Tubeway	Dig Site	Step up to the tube opening and use the alien key.	p. 149
Y Tube	Tubeway Station	Build the  shape in the center monitor.	p. 151
Zero gravity	Zero-G Room	Fire blaster to propel yourself.	p. 151
Drogg	Glass Room	Kill the Drogg in hand-to-hand combat.	p. 152
Door	Glass Room	Wear the reflector suit to walk through the power field.	p. 153
Monitor	Alien City Platform	Fill in all the gray area of the puzzle with color to activate the City	p. 153
└ Tube	Tubeway Station	Build the  shape in the center monitor.	p. 155
Debris	Gravity Ring	Avoid the rocks. Step on the triangles on the floor to line up the  .	p. 156
Guard	Alien Temple	Kill one by using the wall monitor in the Tubeway Station to drop the sphere on him.	p. 157
Guard	Alien Temple	Return the grenade he throws at you.	p. 158
└ Tube	Tubeway Station	Build the  shape in the center monitor.	p. 158
Guard	Tube One	Run past.	p. 159
Guard	Ledge	Run past.	p. 159
Dropship	Lower Level Landing Platform	Run past while avoiding the blasts.	p. 159
Guard	Upper Level Landing Platform	Kill him in hand-to-hand combat.	p. 160
Airlock Puzzle	Upper Level Landing Platform	Check the guard's logbook to find out what the entrance code looks like.	p. 160
Marine	Control Corridor	Kill or avoid.	p. 163
Icarus	Hangar	Swap the battery with the one from the Alien City.	p. 164

PACIFISM

If you're determined to do so, and you're very quick and agile, you can do most things without killing anyone. Not always, but more often than not.

Nursebot. You have to destroy it.

Caynan. You don't have to kill him. Grab the logbook, photo and fork (in that order) and then run out the door before he rips your head off.

Cyberaptor. You do have to drop it down into the tanks, but it's not human so you don't have to feel guilty.

Cell Two guard. You don't have to kill him. Pick up the gun and fall through the hole and he'll just be stuck.

Mechbot. You have to destroy the one in the Airlock (basement corridor) and the one in the Control Corridor.

Securitybot. You have to destroy the ones on the roof.

Roland. You don't have to kill him.

Control Room guard. You don't have to kill him. You can just run in (get the hardsuit) and run out.

Hangar guard. You don't have to kill him. You can go downstairs into the Hangar, run in and get the battery, and run out.

Reactor securitybot. You have to destroy it — and that takes out the maintenancebot, too.

Outdoor securitybot. You don't have to destroy any of them.

Tumolt. You have to kill him. If you don't kill him, you won't get the remote control that opens the doors to launch the missiles at the Acid Beast.

Acid Beast. You have to kill it. Otherwise, you won't be able to walk across the acid lake.

Floater. You don't have to kill the ones in the Dig Site. If you flush any out in the tubes, you'll have to fight them.

The Drogg. You do have to kill it — eventually.

Alien Learner. You don't have to kill it.

Marines. You have to kill the ones in the Alien Temple (the ones you see on the Tubeway Station monitor) because otherwise when you go to the Temple they'll kill you. They don't stop and ask questions. They just kill you.

You don't have to kill any of the other marines while you've got the reflector suit on. Even if they shoot, it's fine because their shots will bounce right off of your reflective armor.

ITEMS

BATTERIES

If you're wondering if you can live without a battery, the answer is yes. You can take it out and run around the complex doing handstands until someone shoots your fool head off. What you cannot do is heal yourself without a battery — so when someone *does* run a megavolt of electricity through your skull, you're not going to bounce back from the experience.

Location (Your leg - 100 pts.), Hangar - 150 pts., Operating Room - 100 pts. (inside surgery table), Alien City Platform - 500 pts.

Purpose Power storage for self-repair.



YOUR LOGBOOK

Look at this to get a peek at your previous self. They didn't give you much time to write down your life history — and since you didn't know they were going to wipe your memories, you didn't even try. All it contains is a brief background.

Location Cell Three

Purpose Provides a glimpse of who you were prior to the experiment.



YOUR JOURNAL

This is your link to your other self. Your consciousness has been divided into two parts: the part I'm talking to now and the part that's walking around talking to itself. The other half makes notes in the logbook whenever it notices something unusual. You should pay attention — this is a strange new world and you've got to function in it. Whenever you hear a chime (and your wrist starts flashing a yellow light), check out your logbook.

Location Your wrist

Purpose Provides information from the other half of your intelligence.

MEAT

I wouldn't eat that if I were you. You're not that desperate. It was one of your daily rations from a couple of days ago. I'm not entirely sure if it was processed to look like the leg of some small animal — or if it that's what it is. In the world of desperate people, though, it might make an effective bargaining chip.

Location Cell Three

Purpose Distracts Caynan.



CAYNAN'S ARM

When you shorted out your cell bars, you also shorted out the bars in Caynan's cell. Caynan tried to take advantage of that, but wasn't quick enough. He now weighs about thirty pounds less. Now that he isn't using that limb anymore, it's free for you to use for your own devices. Be creative.



Location Cellblock Corridor

Purpose Accesses the palm reader; weapon. Can be used as a weapon by holding it in your hand as you throw a hand attack, but it won't give any more damage than the attack used.

FORK

This is a very nice eating utensil — a beacon of etiquette and breeding in this world of madmen and violence. Caynan grew very fond of it the moment he saw it, re-ordering his life until the fork was the center of his universe. He's crazy, but that doesn't mean he didn't know a good thing when he saw it.



Location Cell One

Purpose Pries open the Cellblock Corridor panel.

CAYNAN'S LOGBOOK

For some reason, when a person is subjected to Doctor Mastaba's tinkering, they come out with an insatiable urge to record their thoughts.

It might be a reaction to the gradual loss of control over their mental processes. Caynan, as the ex-Chief of Security, probably has some very interesting ideas, indeed.



Location Cell One

Purpose No real use to you. Provides background information.

FLUTE

When you're tearing around the lab, hurtling over obstacles and eliminating everyone who stands in your way, do you ever stop and think "I wish I had time for a brief musical interlude?" If you do, that's a bad sign. Mastaba's victims, in the final stages of their re-programming, would manifest an ability to play the flute. It was Mastaba's signal that the mental conditioning was completely internalized.



Location Cell Four

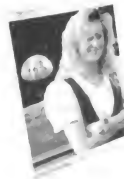
Purpose No real use to you. Provides Dr. Mastaba with evidence of how deeply the programming has taken.

PHOTOGRAPH

For some reason that I can't figure out, they let Ensign Dane keep the photograph of his fiancée. He, in turn, passed it off to Caynan just before their escape attempt — either as a sign of trust or from an unspoken doubt that he'd survive. There's not a lot that Caynan can do with it now.

Location Cell One

Purpose No real use to you. Determines the extent of Dane's memory wipe.

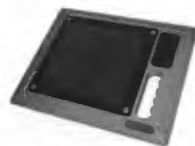


DANE'S LOGBOOK

Dane was a good kid with the misfortune to survive an attack on his ship. Death is a pretty pale tragedy in comparison to being sliced and diced by Mastaba, the Mondite Megalomaniac. This is not a happy read. *However*, Dane's brief friendship with Caynan provided some useful information — which he mentioned in his logbook.

Location Cell Four

Purpose Contains Caynan's old access code.



BLASTER

With people, you can try to reason with them — and if they aren't reasonable you can put your foot in their faces, repeatedly, until they begin to see things your way. It's the machines that are harder to convince. Now with this in your hand, you've got a little more authority than before. The blaster is much more effective in the art of robot persuasion.

Location Cell Two, Level 3 (hallway guard after killing the Control Room guard)

Purpose Personal protection.



WALKIE TALKIE

The guards that remain on Daedalus keep in pretty close contact with one another. Grabbing one of the walkie talkies is a direct way of keeping your finger on the pulse of the security system. Which is a good idea until you're positive you've killed the last guard. You don't need to use it, just listen.

Location Hangar

Purpose Not vital for survival. Helps you keep tabs on the enemy.



MEDICAL DEVICE (MEDICAID)

My only lament is that there aren't more of these things lying around. You would think with a reactor going critical, acid lakes and hostile life forms that there would be boxes full of these things at every corner. If you need to, use one on yourself.

Location Operating Room, Dropship

Purpose Increases your Health by 20 points.



CONTROL ROOM GUARD'S LOGBOOK

You have to admit, the habits these guys have of writing everything down is useful. If word ever gets out of how personnel logbooks can be used to facilitate escapes, I'll bet the Mondites start learning how to memorize information.

Location Control Room Guard

Purpose Tells what the solution to the Airlock exit puzzle looks like.



LANDING PAD MARINE'S LOGBOOK

Once again, they've written down exactly what you needed to know. Lucky for you.

Location Landing Pad Marine

Purpose Tells what the solution to the Airlock entrance puzzle looks like.



ALIEN TRANSPORT DEVICE (ZIP CUBE)

It doesn't look like much, but this hold-over from the ancient days when the alien city flourished is the best way to get around. It works outside, inside and upside down. The only limitation is that there are only certain places that it works. That's just fine, though, because those are the only places you'll really need it.

Location Hangar

Purpose Travel across acid lake.



TONFA GUN

Guards get to play with blasters, but real soldiers don't feel dressed without the serious fire-power of a Tonfa gun. They're great weapons, although they have the annoying habit of overheating in prolonged gunfights. Fortunately, most things don't put up much of a prolonged struggle against a Tonfa gun. Plus, it doesn't take very long for it to cool down again.

Location Dropship

Purpose Serious firepower.

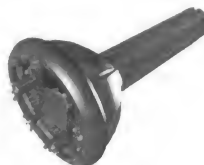


WARHEAD

Dangerous times call for dangerous actions. Really big obstacles require really big explosions to blow holes in them. Follow me? When the dropship crashed, it knocked some of its more useful armament off. Scavenger's Right says you can use it. Luck and quick thinking will determine whether you can use it and live.

Location Beach

Purpose Opens the blast doors to the Excavation Site.



KEY DEVICE

For someone like you, a marine dropship is like a toy store to a child. It's full of wonderful things that can make your day a little brighter. All the best things, though, are usually kept hidden away from sticky-fingered guests. This contraption can open up worlds of possibilities.

Location Dropship (on Beach)

Purpose Opens the door to the Weapons Area.



TRANSLATOR

Doctor Escher spent real brain-sweat figuring out all the secrets of the alien civilization that they've uncovered. She's created a device that translates the alien writings (and they wrote on any flat surface they could find, it seems) into words that we can understand.

Location Dig Site

Purpose Translates alien writings.



MIRROR SUIT DEVICE (REFLECTOR BLOCK)

Nothing is as sweet as the feeling of your enemy's blaster fire harmlessly glinting off your armor. Although it does nothing against physical impact, it's a handy thing to have in a place where everyone has orders to shoot you on sight. It's especially useful in a place where the doors are sometimes nothing more than energy-restraints.

Location Glass Room

Purpose Armor against energy weapons, entry into energy-protected areas, environmental protection gear.



GRENADE

The only way to get this little bundle of joy is the hard way — someone throws one at you. Usually by that point the question of when would be best to use it is moot. The pin's out and the timer's ticking. The best you can do is play catch.

Location Tubeway Station

Purpose Kills Mondites.



DOCTOR ESCHER'S LOGBOOK

The archaeology scientist wasn't just some no-brain Mondite who dug holes all over the galaxy. She observed everything around her, from the people she worked with to the location she was working on. Her notes contain useful and insightful commentary — as well as just plain useful information.

Location Dig Site

Purpose Contains her access code.

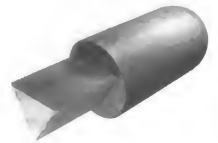


ALIEN "TALISMAN"

The way the alien in the sarcophagus was clutching it, you might initially think it's some kind of security blanket. Don't worry. It's the Phyxx equivalent to a car key — with this artifact you can use the anti-grav tubes that connect distant areas of the alien city.

Location Tomb of Soldiers

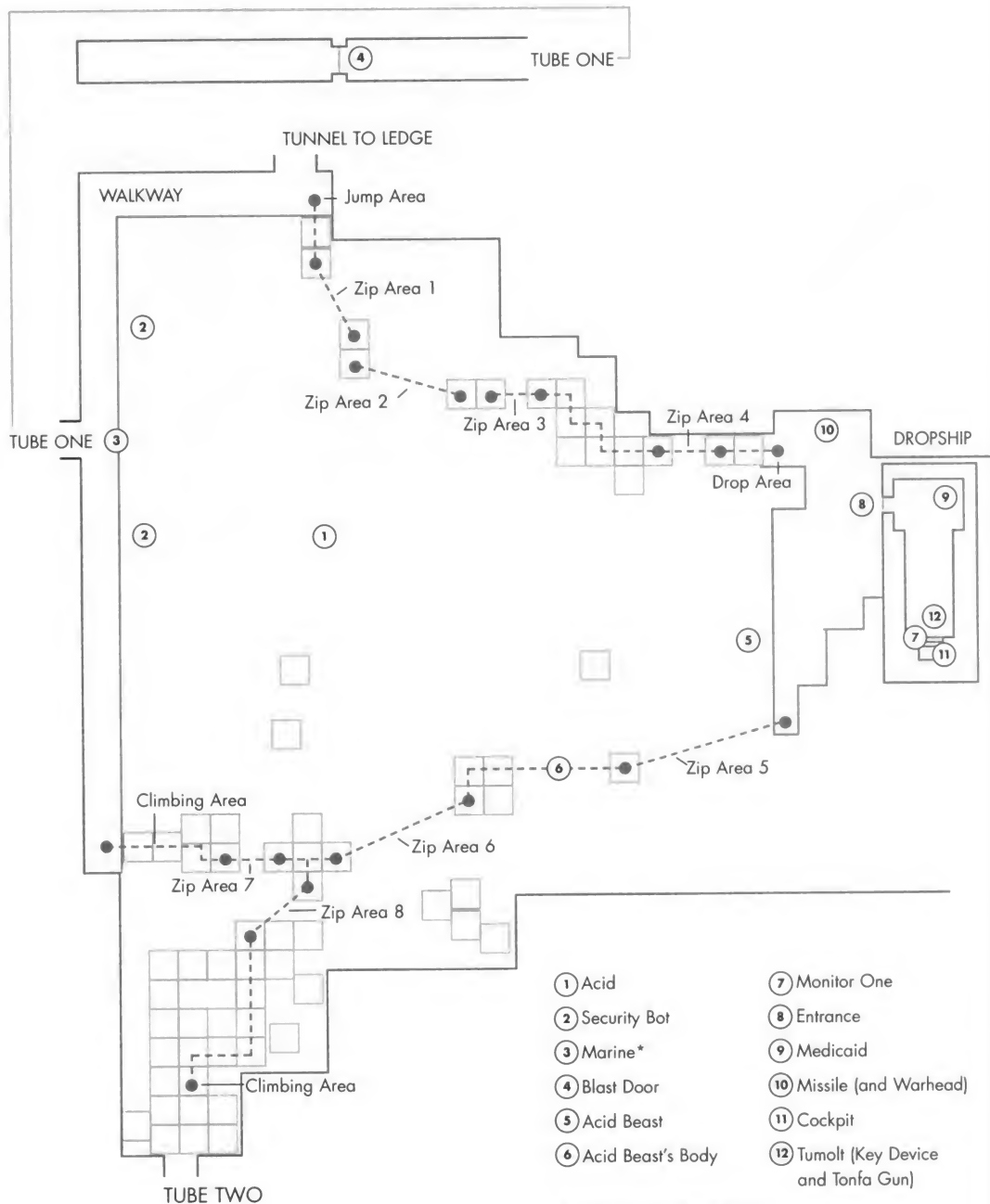
Purpose Allows you to use the alien anti-gravity tubes.



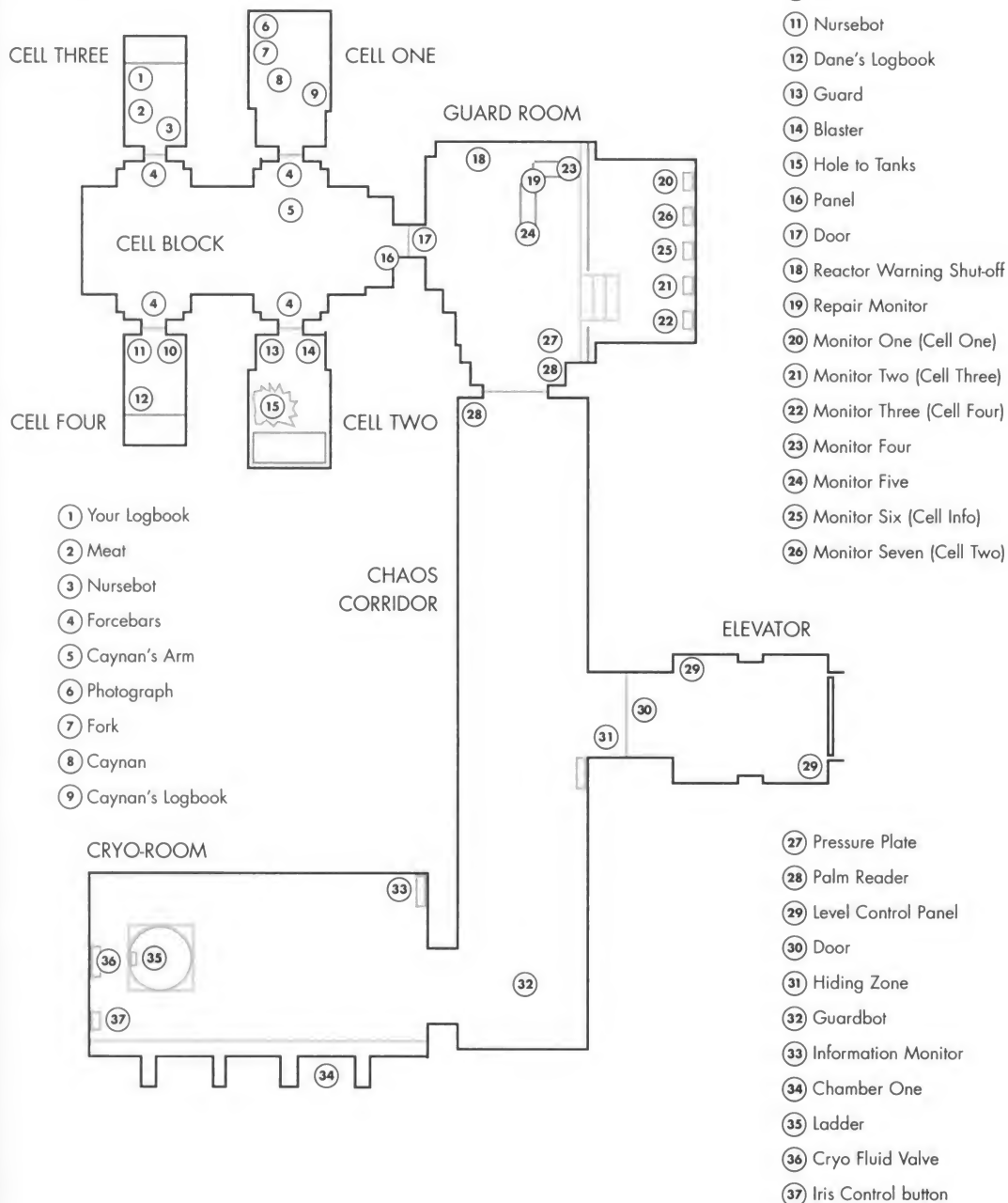
MAPS AND PHOTO- GRAPHS

MAPS

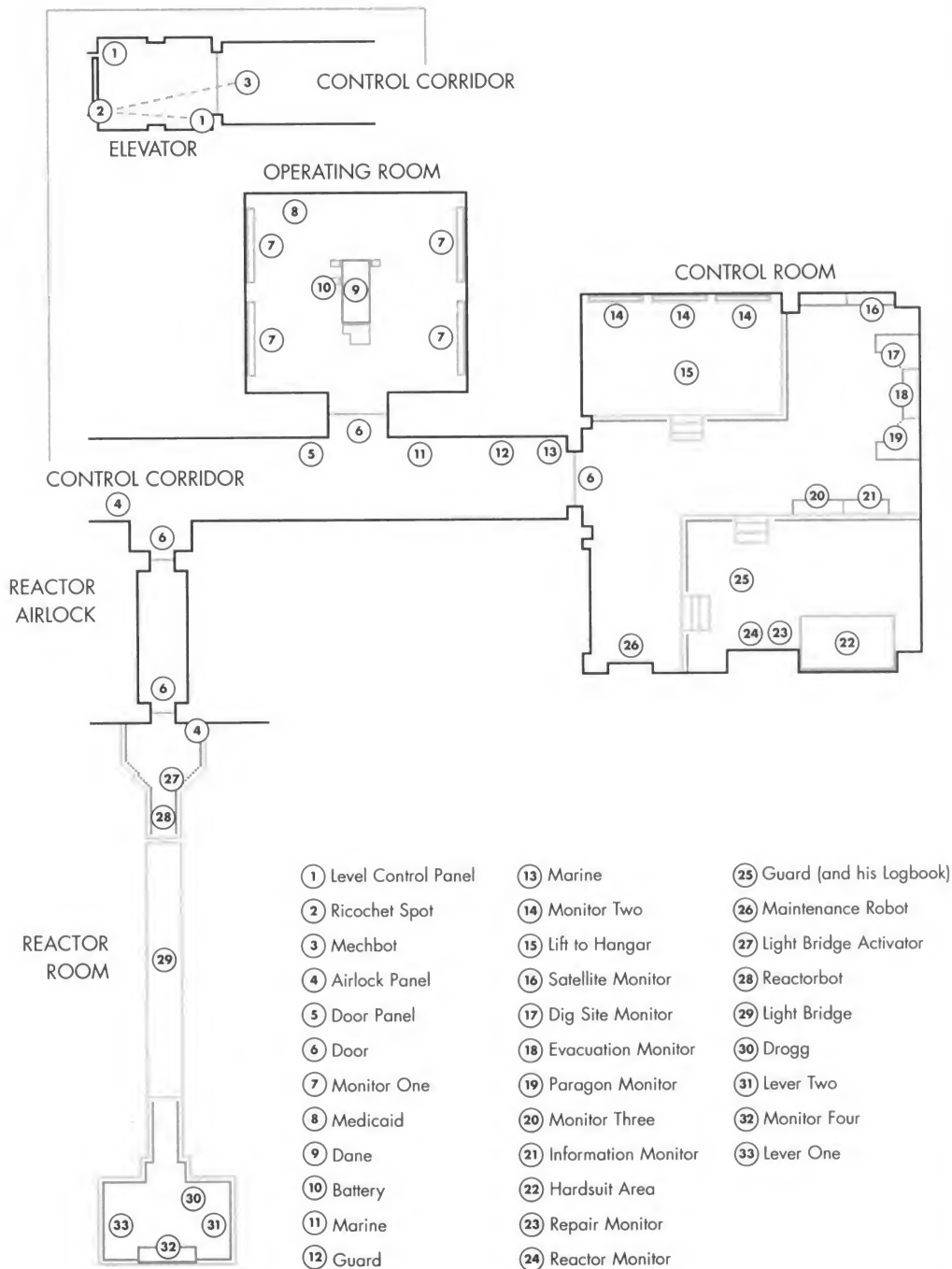
BEACH



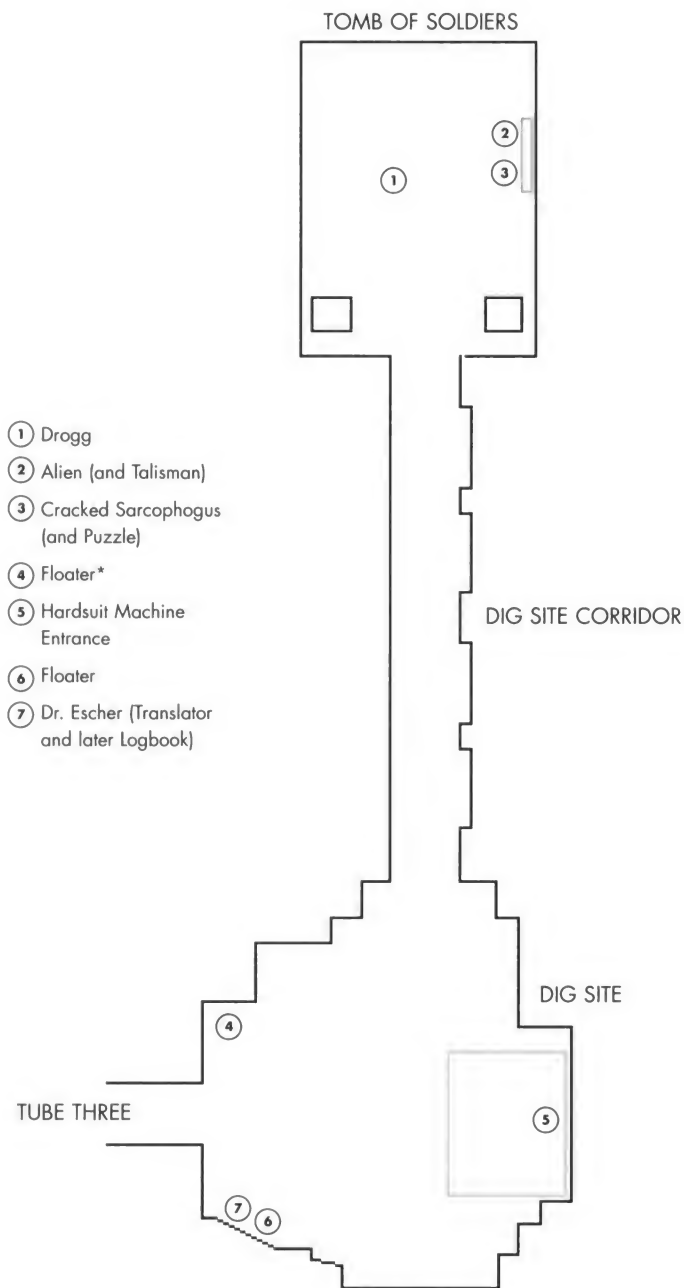
CHAOS AREA



CONTROL AREA

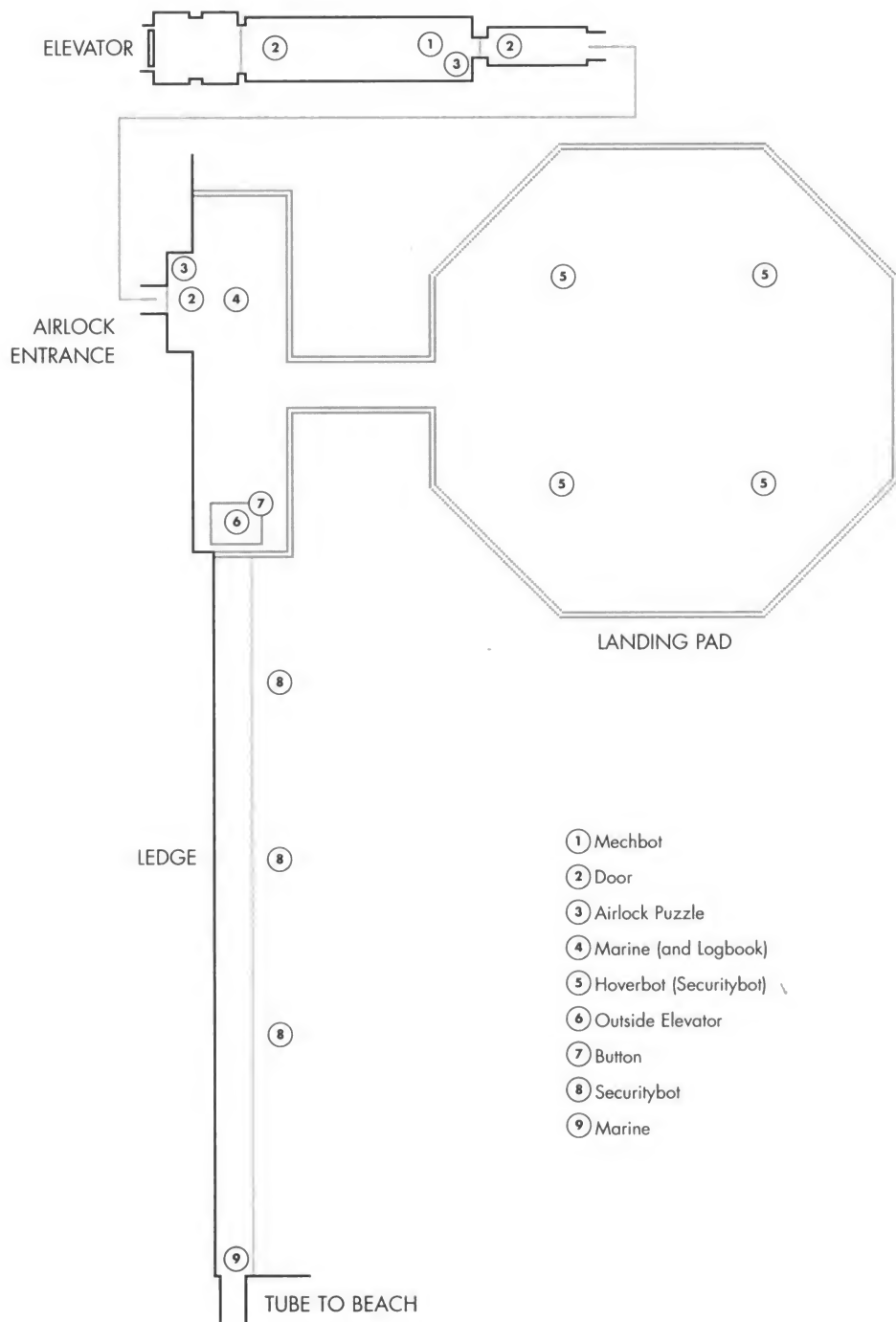


DIG SITE



* on return from alien city

LANDING AREA



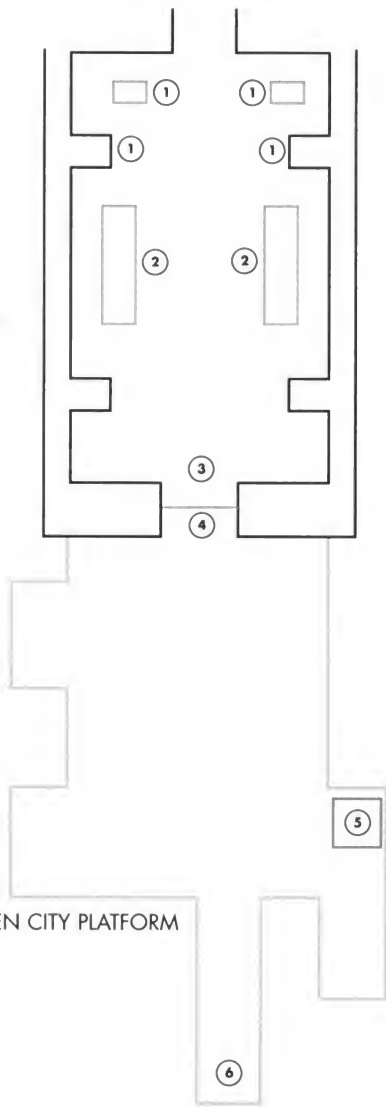
ALIEN CITY

ZERO-G ROOM

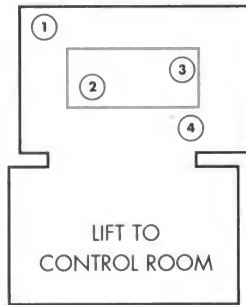
GLASS ROOM

ALIEN CITY PLATFORM

- ① Alien Text
- ② Unstable Glass Panel
- ③ Drogg
- ④ Force Door
- ⑤ Alien City Puzzle
- ⑥ Alien (and Alien Battery)

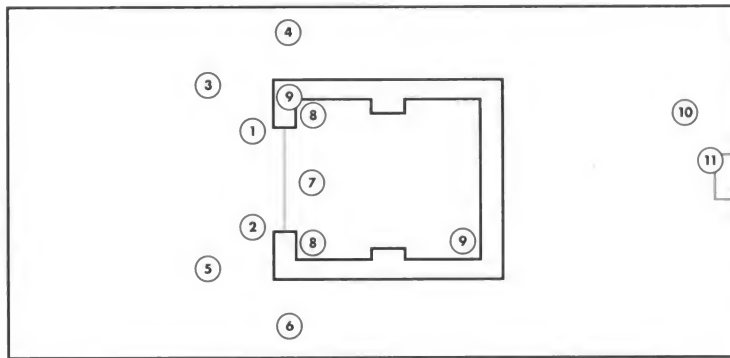


HANGAR



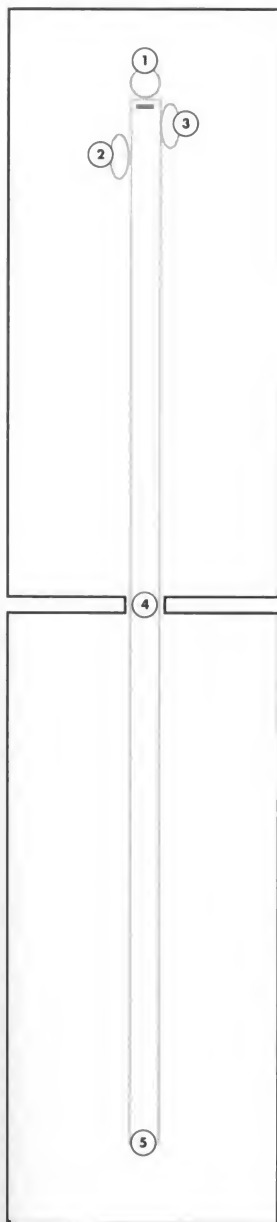
- ① Alien Cube
- ② Icarus
- ③ Icarus Battery
- ④ Guard (and Walkie Talkie)

TOWER



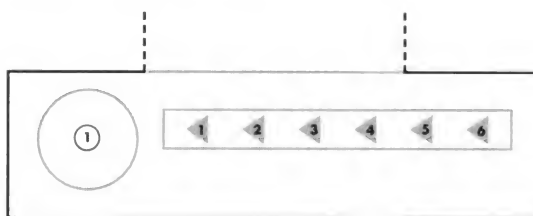
- | | |
|-----------------|-----------------------|
| ① Securitybot 1 | ⑦ Door |
| ② Securitybot 2 | ⑧ Hiding Zone |
| ③ Securitybot 3 | ⑨ Level Control Panel |
| ④ Securitybot 4 | ⑩ Roland |
| ⑤ Securitybot 5 | ⑪ Tower Gun |
| ⑥ Securitybot 6 | |

CRYO TANK



- ① To Reactor (death)
- ② To Reactor (death)
- ③ To Cell Two
- ④ Cryo-Tank Creature
- ⑤ Ladder

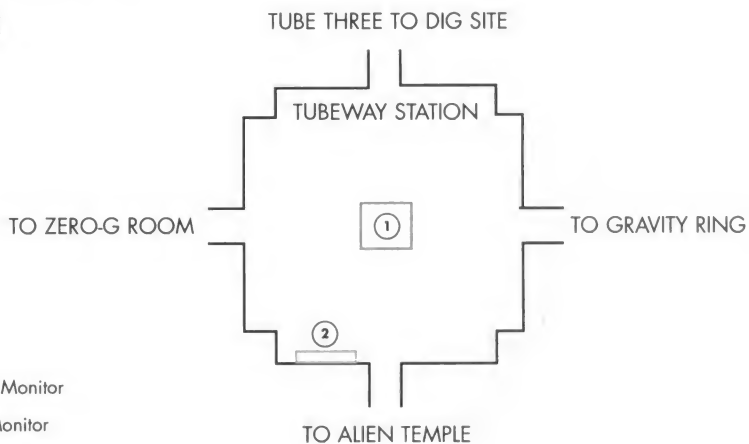
GRAVITY RING



- ① Tube to Tubeway Station
- ◀ Control Pads

TUNNEL AREAS

TUBEWAY STATION

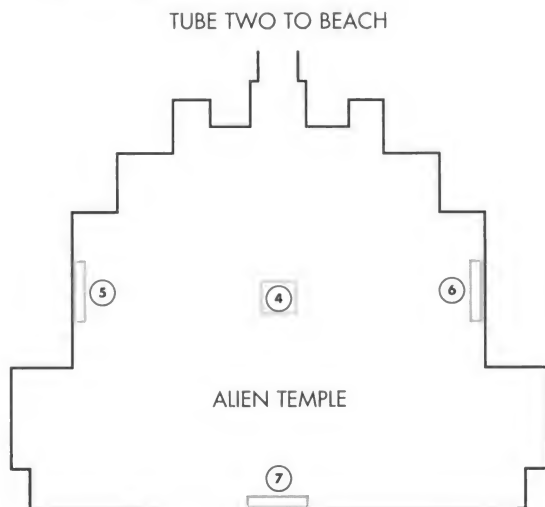


- ① Center Monitor
- ② Wall Monitor
- ③ Singularity
- ④ Alien Sphere
- ⑤ West Wall
- ⑥ East Wall
- ⑦ South Wall

ZERO-G ROOM



ALIEN TEMPLE



BIOFORCE BY NUMBERS



① Logbook

② Meat

③ Force Bars



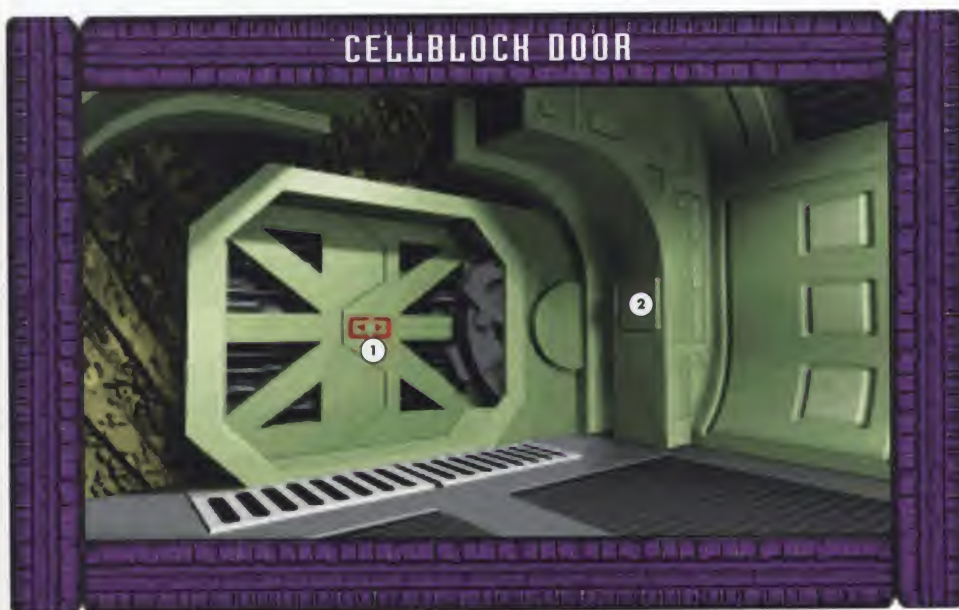
- ① Cell One
- ② Cell Two
- ③ Cell Three
- ④ Cell Four
- ⑤ Cellblock Door (to Guard Room)
- ⑥ Severed Arm



- ① Fork
- ② Photo



① Logbook



① Cellblock Door (to Guard Room)

② Panel



- | | |
|--------------------------------------|--|
| ① Monitor One (controls Cell One) | ⑥ Monitor Four (controls Nursebot) |
| ② Monitor (controls Cell Two) | ⑦ Monitor Five (controls entrance to Base) |
| ③ Monitor (cell information) | ⑧ Monitor (repair information) |
| ④ Monitor Two (controls Cell Three) | ⑨ Palm Reader |
| ⑤ Monitor Three (controls Cell Four) | ⑩ Pressure Plate |

GUARD ROOM



- ① Door to Cellblock
- ② Warning Button



① Guard Room

② Elevator

③ Elevator Panel

④ Safe Zone (temporary)



① Entrance to Cryo Room



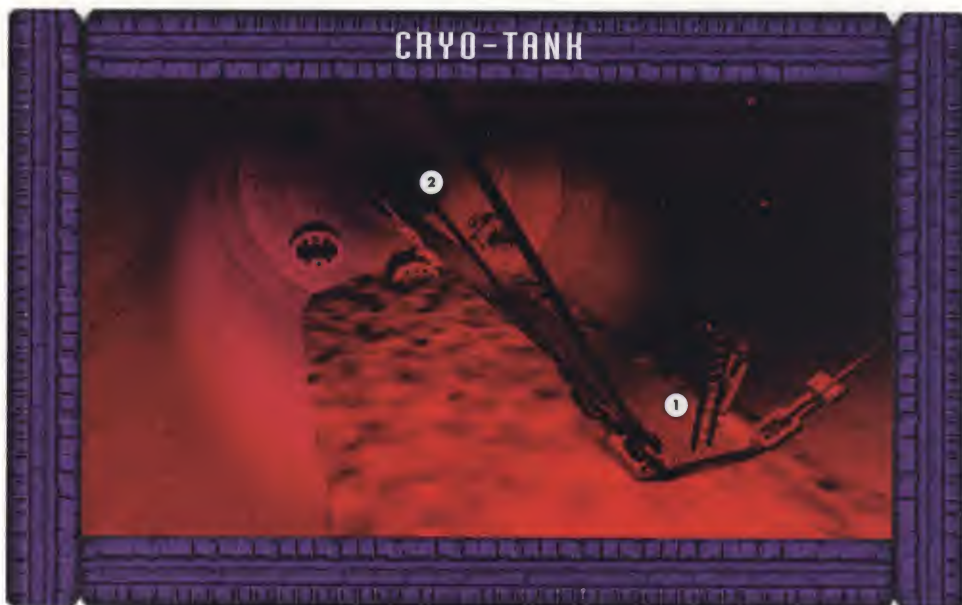
① Door to Chaos Corridor



① Iris Control Button

③ Iris

② Cryo Fluid Valve



- ① Ladder to Cryo Room
- ② Tank Opening



- ① Tunnel to Cell Two
- ② Tunnel to Reactor
- ③ Cryo-Tank Drain



- ① Tunnel to Cryo-Tank
- ② Blaster



- ① Elevator Panel
- ② Blind Spot



- ① Operating Room Panel
- ② Operating Room



- ① Battery Panel
- ② Dane
- ③ Monitor One

OPERATING ROOM



① Medicaid

③ Monitor One

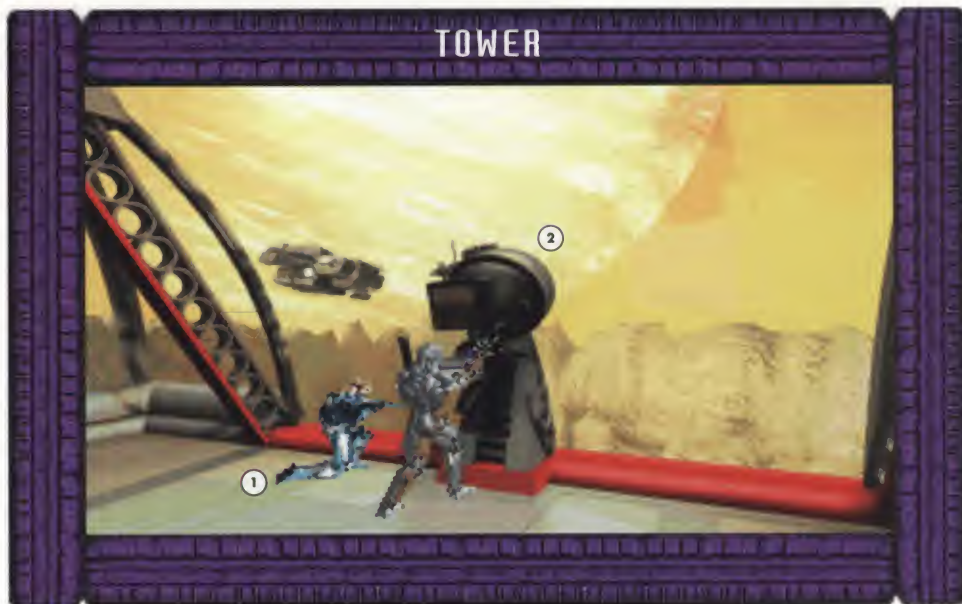
② Dane

TOWER

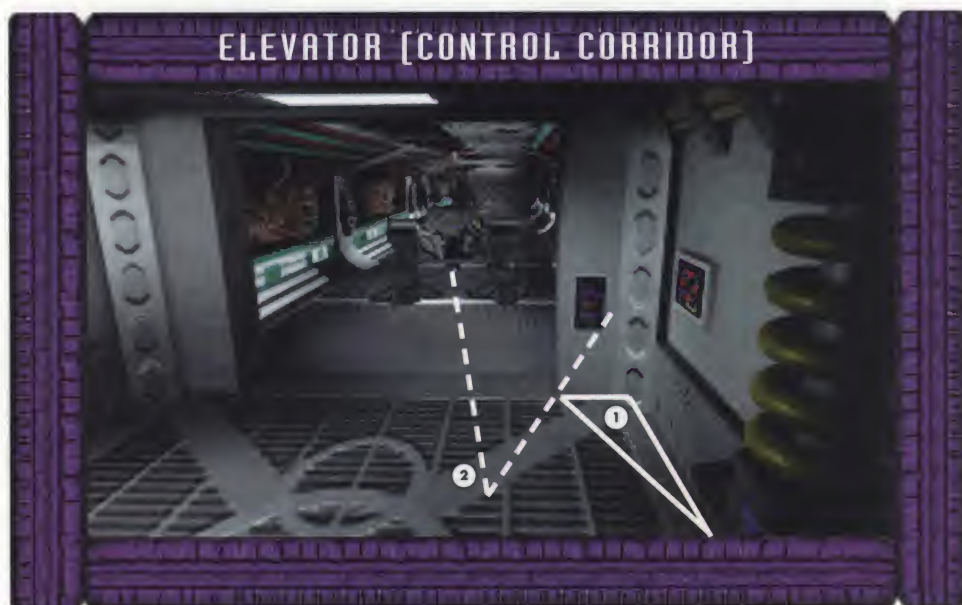


① Roland

② Perimeter Defense Weapon



- ① Roland
- ② Perimeter Defense Weapon



- ① Safe Zone
- ② Ricochet Path

DIG SITE



① Dig Site Corridor (to Tomb of Soldiers)

TOMB OF SOLDIERS



- ① Cracked Tomb
- ② Dig Site Corridor



CONTROL ROOM



- | | |
|-----------------------|--------------------------------|
| ① Hardsuit Area | ⑦ Monitor Two |
| ② Satellite Monitor | ⑧ Monitor Three |
| ③ Dig Site Monitor | ⑨ Repairbot |
| ④ Evacuation Monitor | ⑩ Stairs to <i>Icarus</i> Area |
| ⑤ Paragon Monitor | ⑪ Lift to <i>Icarus</i> Area |
| ⑥ Information Monitor | |



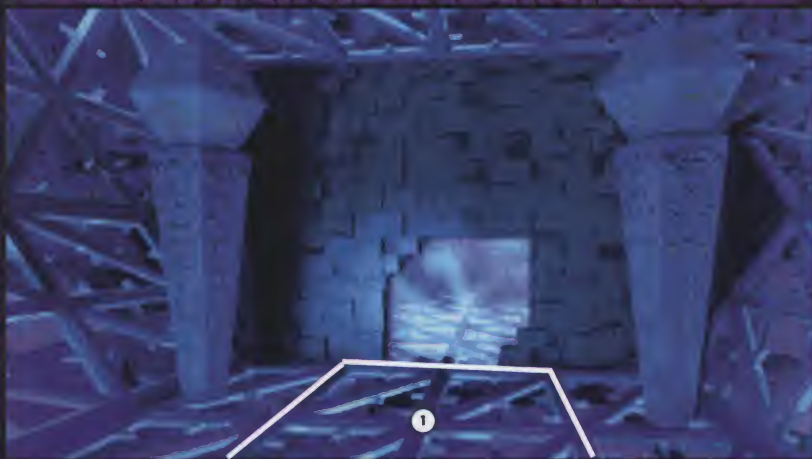
- | | |
|------------------------|---------------------------------|
| ① Center Monitor | ④ Tube to Alien Temple |
| ② Wall Monitor | ⑤ Tube to Zero-G Room |
| ③ Tube to Gravity Ring | ⑥ Tube to Dig Site (Tube Three) |

GLASS ROOM



① Safe Zone

GLASS ROOM



① Safe Zone



① To Tubeway Station

② To Glass Room



① To Tubeway Station

HANGAR

① Icarus

HANGAR



① Icarus

③ Alien Cube

② Icarus Battery

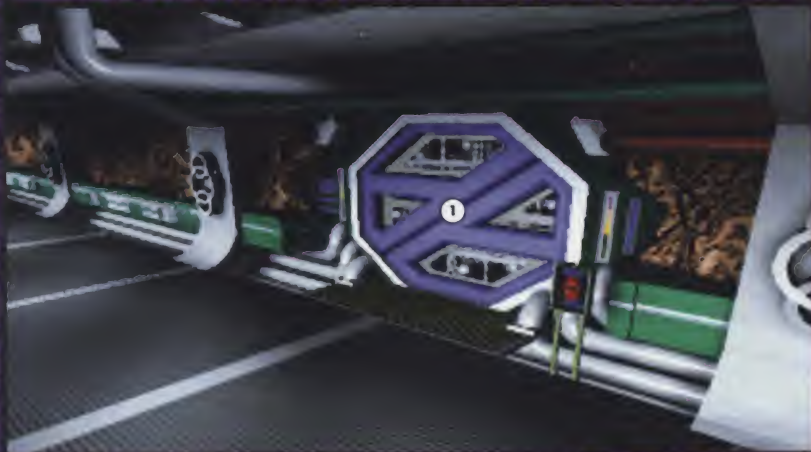


① Airlock Panel



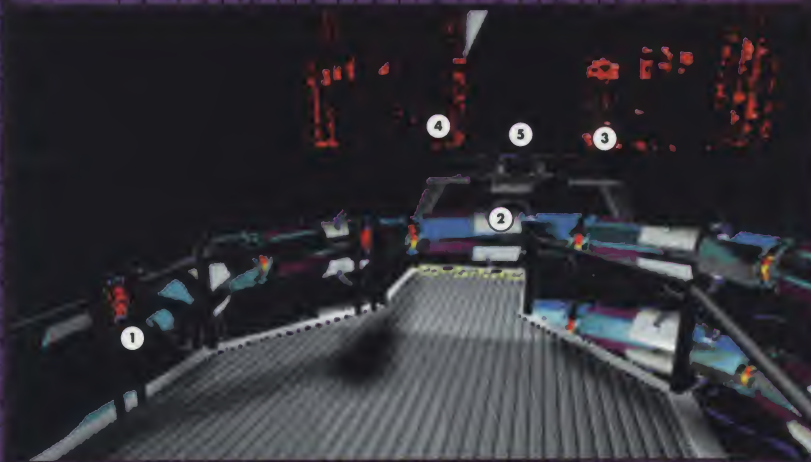
① Landing Platform Elevator

REACTOR AIRLOCK



- ① Entrance to Reactor Airlock

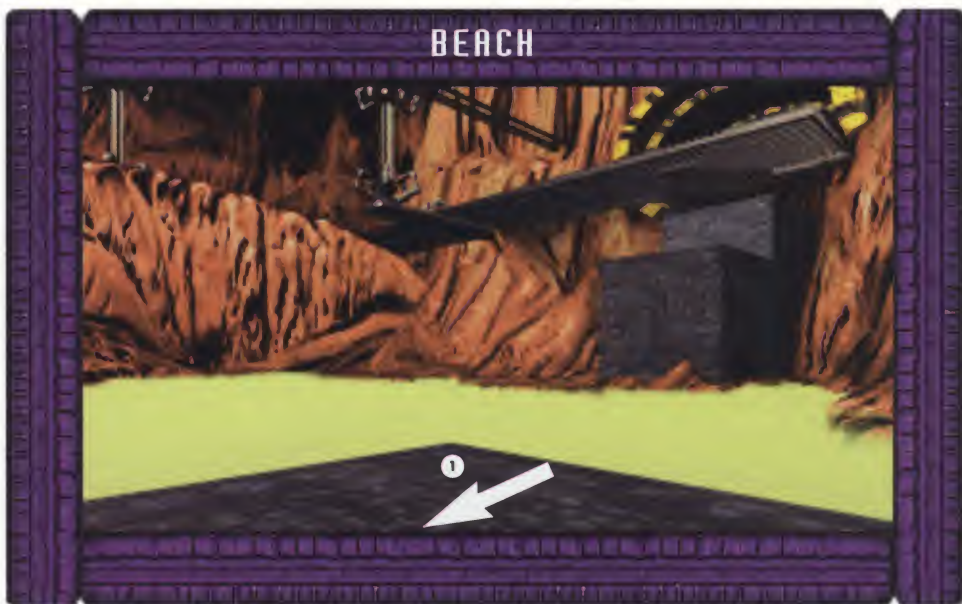
REACTOR ROOM



- | | |
|--------------------------|----------------|
| ① Light Bridge Activator | ④ Lever Two |
| ② Light Bridge | ⑤ Monitor Four |
| ③ Lever One | |



- ① Climb Area
- ② Zip Area One



- ① To Zip Area Two



① Zip Area One

② Zip Area Two

③ Zip Area Three

□ Use Alien Cube



* Climb



① Jump

* Climb

② Dropship

□ Use Alien Cube



① Zip Area Eight

□ Use Alien Cube

* Climb



① Zip Area Seven

□ Use Alien Cube

* Climb



* Climb



① Zip Area Seven

② Zip Area Eight

* Climb

□ Use Alien Cube



! Can't cross without Acid Beast's body

BEACH WALKWAY



① Tube One

BEACH WALKWAY



① Tube One

② Tunnel to Ledge



- ① Zip Area 5
- Use Alien Cube

- ① Must walk over Acid Beast



- ① Escher
- ② Tube to Tubeway Station



① Cockpit Doors

② Cockpit Area

③ Monitor One



① Drop the Warhead



TEMPLE

2

3

① Entrance to Beach

② East Wall

③ South Wall

④ West Wall

⑤ Tube to Tubeway Station

THE END



A GUIDED TOUR OF DAEDALUS

HINTS

We agreed on no baby-stepping, right? So what I'm going to do is this ...

[GOAL]

In each of the following sections, the first thing that I tell you will be what I think you should be concentrating on. I've got a pretty good idea of what you've got to do to survive another hour, and what you'll need to get out of here. My suggestions are in the order that will get things accomplished most efficiently.

[What obstacles you face]

I will also try to anticipate any questions you might have about how to accomplish that goal. I'll advise you on possible ways to attack any problems that I see you encountering. I'll try to give you a very general idea of what may help, followed by at least one suggestion that is a little more specific.

LEAVING CELL THREE Nursebot

The nursebot keeps sedating me.

Don't let a robot push you around. Let me tell you something. There was a guy a while back who made a decent attempt at getting out of this place. Granted, he only got as far as the corridor outside of his cell before they toasted him, but even getting that far was a notable accomplishment. He discovered that the nursebot had a design flaw. It was not as shielded as it should have been. He found a way to short it out using pieces of metal and a glass of water. You can't do that.

You don't have water, and they've replaced all the metal with ferro-plastic. However, what they also did was to rewire the nursebot so that most of its shielding is toward the front — and programmed it so it never turns its back on you. That sounds like a whole new design flaw to me.

If you could find some way to short it out — maybe by running a current through its back panel — you might get rid of more than one problem.

Cell bars

Can I get through these cell bars?

All I'm going to say here is that those things have a lot of oomph, and you wouldn't want to walk into them while they are on. Focus on the nursebot first.

LEAVING CELLBLOCK Blue guy

Can the blue guy in the next cell help me?

Well, yes and no. He's not going to be your buddy, if that's what you mean. However, the things in his cell are useful.

The blue guy's name was Caynan, back before he became one of Mastaba's experiments. He used to be the Chief of Security, and was perhaps one of the more rational Mondites on the base. He was too rational for his own good — he started to doubt the Mondite cause. That's an unhealthy thing to do around here. So now you get to face a raving madman who's fixated on his fork as though it were more important than a eating utensil. The three points to keep in mind are that he's injured, starving — and has things useful to an aspiring escapee.

I've forced the doors partially open. Now what?

By now you've probably figured out you can't get them to open the entire way by brute strength. You'll have to do it the traditional way and hot-wire it. There's a panel to the right of the doors that overloaded when you tried to open the doors. You'll have to get something thin enough to work under the panel, and pry it open.

Locked doors

I've got the panel open. Am I supposed to know what to do with these lights?

I hope you get the hang of it fast. The panel is designed to give quite a shock to anyone who presses the wrong sequence. The lights carry a clue of their own, if you can get a line on the idea.

Panel puzzle

It's like the children's connect-the-dot game. Only instead of drawing a line between dots, you put dots between the lines.

I have no idea where to start. There's no one to kill, and no way to open the door.

Right now you need to find a way to get access to as much as possible.

You're going to have to get very used to using monitors ... I can tell you that right now.

Most of the people on the base have been evacuated because the reactor is overheating.

That's why this room isn't packed with guards as it normally would be. Now's your chance to make their equipment work for you — without having to dodge laser fire. Don't be afraid to push buttons to see what happens.

OPENING THE
BASE DOOR

I still can't get the door to the base open. It says I don't have the security access.

No one here does. On the other hand, someone here used to. If the security access could somehow be reinstated, perhaps we could open the door.

Security access

Caynan, the blue prisoner, used to be Chief of Security. He befriended the prisoner Dane, and was captured while trying to help him — and you — escape. If you could find his access code, and enter it while his hand was on the palm reader, you might be able to get through.

I've reinstated Caynan's access number, but it says there isn't any weight near the palm reader.

I bet you weigh enough.

Insufficient
weight

I feel naked without a weapon. This fork isn't going to do the trick against armed guards.

Did you look around the cellblock carefully? Someone nearby has a weapon.

GETTING A
BLASTER

The trouble is how to get to it. If the cell weren't malfunctioning, he wouldn't be there in the first place. You can give up on trying to get in via the cell door. You'll have to take the long way around. The critter who went through the floor had to come out somewhere. You could backtrack its path.

The mecho in the corridor is too strong for me.

Don't pit yourself against its strengths. It is close to invulnerable.

Corridor mecho

This particular mecho has a flaw in its ocular functioning. It's nearsighted and has little peripheral vision. You need to find some way of getting out of its line of sight.

Cryo monsters

Every time I investigate the Cryo room, something tries to eat me.

Which something? The Cyberaptor or whatever's in the tank? Maybe you can get one or both of them to eat the other.

If you haven't read the monitors here, you ought to. There's information on the fellow in the cryo-tank that might prove very useful — his food preferences, for one thing.

If you fight the Cyberaptor, you should pay close attention to location. He doesn't fall so much as take a dive to the side. If you are trying to get him to collapse in a certain area, you should knock him out next to it, not directly on it.

Then you need to make reasonably sure that they're both dead.

No blaster

I've got both creatures out of the way, but I still can't find a way to get the blaster.

If you're sure that you got both of them, then maybe you should see what you can find down in the cryo-tank.

Three holes

What are these three holes?

Think about it. Remember why we're down here, and also that the beastie that dug his way out of the cell originated on the level above us. Knowing where each tunnel leads is important, when you think what must be in the two that you don't want to enter.

One's where the digging beastie came from — which is where we want to go — one's where it went, and one's the drain-pipe. Two of these three are definitely unhealthy.

Cell Two guard

How do I get the blaster?

You do what you have to do.

ELIMINATING MARINES

I've got a blaster, but there's a dropship full of marines coming after me. I still feel naked and unarmed.

You're right, you can't take out a dropship with a blaster. It would be like bringing a toothpick to a knife-fight. There is a weapon that is admirably suited for the job of blowing things out of the sky. I'll give you a hint as to where to find it — you can't point a gun at the sky from the basement, can you?

Tower securitybots

Those little, hovering securitybots keep shooting me like I'm standing still. How am I supposed to get over to where the gun is?

Did you hear the warnings in the elevator about not firing an energy weapon while inside the elevator? Those messages are posted because the insides are energy-reflective. If both doors were closed, the energy burst would just bounce around until you were toasted. With one door open, however

The securitybots are very linear thinkers. If they can't fire at you, they won't fire. You know better. You don't always have to aim at something to hit it.

Tower guard

Someone's guarding the gun I need.

That shouldn't be too much of a problem. It's only the guard called Roland. He's a nervous, cowardly sort of Mondite, and he should be easy to rattle.

It might actually be too easy to shake him up. Don't interrupt him, or else he may become too nervous to do anything. Whatever you do, don't manhandle him so much that he doesn't survive long enough to turn the gun on. You need that gun.

I accidentally let the first ship get by.

You're a dead man. It'll wait out of range until you walk away from the gun. Then it'll kill you. Times like this make you really appreciate that SAVE function.

Missed ship

Where do I go to get the proper gear?

That's a good question. I can tell you that the hardsuit machine is in the Control Room. I can also tell you that room is locked.

**FINDING
HARDSUIT**

You'll have to find some way to lure the guards into unlocking the door. Maybe you could threaten Mastaba's life somehow. That would make the guards come running. Have you checked all the doors in the Control Area?

How do I get in a hardsuit?

Just be in the right place. It's an automatic process that is designed to be quick and efficient. In general, any place that someone is trying to keep you from, is a good place to get to.

Suiting up

I tried to get into the reactor, but the robot keeps getting in my way.

They put a pretty serious 'bot in the Reactor Room. Frankly, I can tell you that you won't be able to overcome that problem on your own. You'll need something heavy and expendable to swat that nuisance out of the way.

Reactor robot

Remember the trick you used in the guards' room to maneuver Caynan's hand over the palm reader? You could use a variation of that in this situation. Just find something lower to the ground that you can stoke up to a good ramming speed.

It's telling me that I need a reactor access code.

Yes, and I told you that you really need to read monitors thoroughly.

Reactor access

Hey! That creature is here, and it's bent on getting in the way.

The best method is to take things as they come. Fix the reactor for as long as you can, deal with the Drogg when you have to, then finish what you started.

Reactor
creature

You're neither powerful enough or well armed enough to defeat the Drogg. The situation is exactly the same as it was with the Reactor Room robot. Of course, you don't have the ramming 'bot to use anymore. You'll have to figure out a more innovative way of dropping this guy out of sight.

There are two things that will make him angry enough to do something stupid. One is start to unravel his plans for a meltdown. The other way is so obvious I'd feel ridiculous mentioning it.

Okay, what am I supposed to do with an overheating reactor?

Turn it off?

Overheating
reactor

Okay, there are two parts to shutting down an overheating reactor. The first one is to turn everything that is on, off. The second thing is to do it at top speed.

AFTER THE REACTOR

I haven't got the slightest idea what to do now.

If you haven't left the base yet, you've got a whole lot more exploring to do.

Marines are generally known for carrying impressive weapons, and there might be enough of the downed dropships left to warrant poking through the wreckage, don't you think?

Airlock mechbot

There is a mechbot in the airlock that is *not* nearsighted or suffering from tunnel-vision. It's one serious impediment to this whole escape thing.

You've discovered possibly the most dangerous robot on the base. It's tough and fast, but it's not tough or fast enough. If you can keep it from hitting you, you can survive long enough to waste it.

Did you notice that its gun jiggles a bit the second before it fires?

I know there isn't very much room for aerobic combat in this airlock, but you should investigate the possibilities of fancy footwork. Don't get too close, and don't stand still any longer than it takes to aim and fire. On the other hand, you should definitely take the time to get pointed in the right direction. Remember that aiming is automatic in combat mode.

Airlock door

How do I make the airlock door open?

There is a certain pattern you have to create on the panel display. Have you been doing all of your reading? I think you'll find that the pattern is alluded to in one of the guard's logbooks.

Acid lake

There is an acid lake that I can't cross.

I bet the aliens knew a way to get across this acid. They were experts in anti-grav technology. Did you see anything particularly alien-looking when you were in the lab areas?

I remember reading about an anti-grav craft that they were working on. I think that they were trying to figure out a way to hook some sort of cube-thing into its engine to make it into some sort of super-craft. I'm sure that would help if you could find it.

Dropship captain

I found the dropship. I also found the captain. Now what?

Now you kill him before he kills you. You have some serious fighting ahead of you.

LEAVING BEACH

I can't get off the Beach.

Not the way things are set up now, you can't. There are too many things in the way — cyborg-eating creatures, acid lakes, and so on. The trick is to know how to make a bridge out of an obstacle. As usual the way to do that includes serious fire power.

As a matter of fact, the kind of "serious fire power" you need is much greater than the Tonfa gun you worked so hard to get. There are times, and this is one of them, when what you need the most is just sitting there, waiting to be used.

Firing missile

I found a missile, but I can't move or fire it.

Are you trying to fire the missile that's been knocked loose? Good luck — it's disconnected from any sort of controls. Good thing there are some missiles still attached to the ship. Have you found the controls yet?

Remember, timing is everything. Since you can't aim, anything you might want to hit has to be in the right position when you press the button. It's a good thing you have two tries.

I found a sealed tunnel that looks interesting, but I can't blast my way in.

You have the right idea. Those doors were set up on Doctor Mastaba's orders, and they are impervious to gunfire. You'll have to get something with a lot more bang to blow a hole in that.

The dropship had enough power to take care of your last problem, didn't it? Those missiles have warheads in the nose that could punch through the blast doors in that tunnel like they were paper. Of course, the dropship isn't going anywhere — it got pretty well trashed when you shot it out of the sky. Just look at it — pieces of wreckage are lying on the ground.

The only trick is how to blast open those doors without blowing yourself into bits. That's no secret. That's just speed.

**ENTERING THE
DIG SITE**
Sealed tunnel

I found Dr. Escher, but I can't kill this thing that is attacking her.

It has an extremely tough carapace that is slightly energy absorptive. It is pretty indestructible when it is curled up.

You definitely don't want to let it get close to you, because it has a proboscis that can punch through your metal plates like a can opener.

I've found out about the Alien Temple from Dr. Escher's notes, but I don't know where it is.

You can get to more than the Beach and the Dig Site from the Acid Lake zip-blocks outside.

The Drogg is in the room with the cryo-tombs. He's angry and definitely tougher than I am.

He is more durable than you are, yes, but he doesn't heal as quickly as you do. Still, don't plan on killing him. Just hurt him as much as you can.

You still have the Tonfa gun, don't you? Unfortunately, you probably didn't pick up the manual when you "liberated" it from the dropship. So you may not know that these things overheat with prolonged use, and that you'll need to let it cool down.

Something else I could suggest would be to not look too powerful. After a couple of rounds with the Tonfa gun, the Drogg will probably be perfectly willing to retreat — but won't want to turn his back on you. Let him think he's hurt you, and he might go away.

I can't get this thing to open.

I'll give you three hints:

The diamond at the top is the solution.

The diamonds on the sides are clues.

The diamond on the bottom is the one you need to solve.

I saw the Drogg go into a tube, but nothing happens when I try to follow him.

I'm sure the Phyxx probably had a system designed to facilitate their use of the tubes. My best guess is that they probably held something in front of them.

I'm stuck in a "central tube station."

The object in the center of the station looks interesting.

Did you notice that there are symbols over each of the tubes? The symbols in the center "monitor" don't quite match up, but they could be very useful.

**INVESTIGATING
ALIENS**
Dr. Escher

Alien temple

Drogg

Tomb puzzle

Tube

Tube station

Zero-g room

I'm trapped in a white room with no gravity.

There's another tube across from the one you came in. I'm pretty sure that if you could get close enough to the mouth of the tube, it would draw you in. The only real problem is figuring out how to propel yourself in the right direction.

Is there anything that might have enough to kick to propel you in the opposite direction?

Glass room

I'm in a room that looks like glass. That Drogg is here again, and he's still angry.

First of all, don't step on anything breakable.

Secondly, you should keep in mind that he still wouldn't have healed completely from the last time you fought. You've had the opportunity, via your internal diagnostic functions, to patch yourself up since then.

Thirdly, he looks like he's found a new variety of armor since the last time you met. If it reflects light, it could very easily reflect other sorts of energy weapons.

Force field

I can't get past the force field in the doorway.

You probably could if you had a device that enabled you to reflect energy, especially light-energy.

Alien city

I'm on the platform overlooking the alien city. The only thing nearby is a monitor that I don't know how to use.

When you pick a color, the color wheel at the bottom goes forward and backward (although you can't see the change). I know it's complicated! Don't blame me!

RETURNING TO BASE

GETTING BACK TO THE BASE

I'm totally lost. What now?

Where else can you go from the Tubeway Station?

Be careful. Some of those tubes might have problems with them.

Gravity ring

I've found a gravity ring, but it doesn't look like it's been used for a while.

That's a good guess, since this place hasn't been functioning for thousands of years. Still, cluttered or not, it's a start. Maybe you can find some way to clean it up.

I'm pretty sure that whenever debris got in here, no one ran out to catch it bare-handed.

There's probably an automatic cleaning function if you can figure how to turn it on.

The Alien Temple was fairly clean. Very clean if you think how long it's been since the last time it has been used — let alone dusted. Maybe that can give you an idea how to attack the gravity ring problem.

Way out

I don't know how to get out of here. The hardsuit machine has been destroyed, so I'm trapped.

It only makes sense that there would be some way to get to the surface from the tubeway station. Maybe not directly, but somehow.

One tube seems to be special — it has a monitor all to itself. That monitor might be key to its operation.

There are guards in the Alien Temple. I'm pretty sure they'll fry me if I try to go out that way.
You have to go out that way, but there are things you can do to make it safe. If you could find some way to shoot or otherwise injure or destroy the guards in the Alien Temple, then you'll have a momentary upper hand. They probably don't even know you're anywhere nearby. If they try to retaliate, don't be slow about reacting.

Temple
guards

I want to find out who I am, but I don't have the access capabilities for the important files.
You'll need to get someone of high rank to help you out. There were only a few people on this base who might be able to give you a way to break into Doctor Mastaba's files. Of those people, none are on the base anymore.

DISCOVERING
IDENTITY

That's going to make it difficult. One or two of them, though, might have left something behind that would help you — if they had the opportunity, and no reason to be loyal to the Mondite cause anymore.

Find what you can and read, read, read.

I'm stuck at the airlock into the base.

Once again, you need someone else's help. This time, though, it doesn't have to be voluntary. Find someone who would also need to get in through the airlock, and see what they have to say — or what they have, period.

Airlock
entrance

I can't find Doctor Mastaba's notes.

Doctor Mastaba doesn't strike me as the sort of person who spread his stuff out much. He probably kept it all localized in one area. Poke around.

Mastaba's
notes

Don't flatter yourself that he talked about your past in poetic rhapsodies. He probably wrote up your data somewhere in very terse phrases. Remember where you woke up.

How do I power the Icarus?

It still needs the energy source that you got from the Alien Learner. You use one energy source just like you would any other.

GETTING OUT

STEP-BY-STEP HELP

WAKING UP

CELL THREE

Getting out of this cell.

Well, good morning! Are you sure you don't want a bit more beauty sleep? I can't believe you slept through all that!

Quite a lot has happened while you've been staring at your eyelids. The creature in Cell Two, the one the guards call the Drogg, woke up. You slept through a phenomenal amount of noise. It burrowed through the steel and rock of the base walls like it was packed dirt. There were seventeen guards in here, all yelling into their headsets and firing Tonfa guns into the newly-dug tunnel, alarms were blaring, lights flashing — and you didn't even twitch a muscle. Very impressive, buddy.

The Drogg channeled through the lab infrastructure without any recognizable plan. It went right through the Cryo-Tank, effectively draining it. Then it hit the Reactor Room. That's why we're having these tremors. Oh, kid, it really did a job on the reactor. It started going critical, which meant more klaxons, more lights, more yelling and eventually those who could, evacuated. Mastaba stayed behind, though, and of course they left your shiny butt ground-side.

Then after all that, some dust sifts on your face and you wake up. I wouldn't feel too left out, though. If I had a gut, I'm sure I'd have a gut feeling that you haven't missed the real excitement.

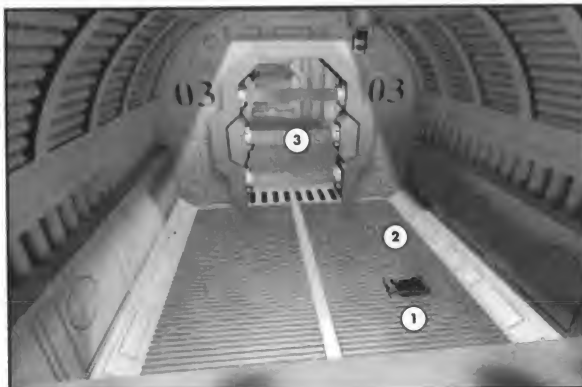
Nursebot

You've noticed that hovering robot in the corner, I'm sure. You can see it has noticed you.

They call it a Nursebot, because it will inject you with a sedative anytime you trigger its motion sensors. It's on to the fact that you're awake, and will try to give you a knock-out shot.

You'd better do the knocking out instead.

Regardless of the fact that this lumpy piece of machinery is intended to keep watch over the latest Super Assassin, it shouldn't be too hard to destroy. It's not working as well as it should be — they've patched it up as well as they could, but a high enough burst of energy should fry it beyond recognition.



- ① Logbook
- ② Meat
- ③ Force Bars

Cell Three

That's a pretty serious weakness for this particular robot, considering that it's located in a room with energy bars to keep you from wandering around. Knock it around until its balancing system overloads, then kick it into the bars.

- [C] Enter combat mode.
- [Alt][7], [Alt][9] Punch the nursebot until it begins to slowly spin.
- [Ctrl][9] Kick the nursebot into the force bars.
- [C] Exit combat mode.

Don't worry about someone hearing the noise. That yell you just heard was only your messed-up neighbor in Cell One. They are too understaffed at the moment to be keeping constant track of all monitors. Be careful, though. They've ordered a couple of dropships full of marines as backups.

Before you go, we're going to need everything we can get our hands on. I'll tell you why. You have two serious problems that need to be addressed: getting off this moon and figuring out who you were. When they stripped your old memories out of that battered brain of yours, they didn't download it anywhere. I've got an idea of who you might be — or rather, I've narrowed the list of possible people down considerably. Still, you've got to help me out if you ever want your identity back. That means even things that look useless could eventually be some help.

- [Enter] Get the logbook.
- [I] Move the logbook from your left hand into your inventory.
- [Enter] Get the piece of meat.
- [I] Put it into your inventory.
- [P] Access your JOURNAL.
- Select exit when you're done reading.

Remember, every time you hear a chime or see your wrist begin to blink, you have a new entry.

*Now we've got to get out of here. You've got a little bit of time, so you might want to practice walking around. If you need help, I've stored some basic How To information in a data dump called **Movement** (p. 10).*

- [8], [7], [9] Go to the door.

Knocking the nursebot into the bars shorted the door — now it is flickering on and off in a distinct pattern. There is a pause when the bars are off long enough for you to walk through. You can try running through if it makes you feel safer, or if you want practice running.

- [Shift][8] Walk/run through when the bars flicker off.

Items

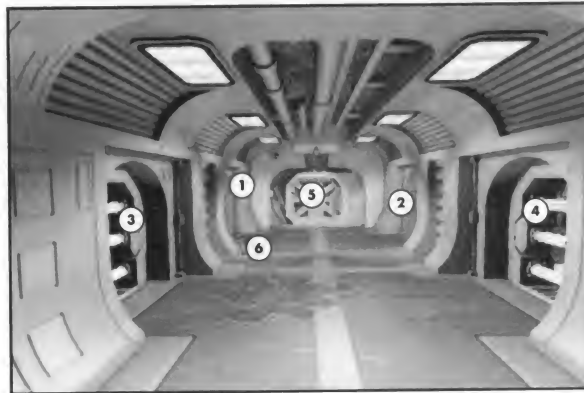
LEAVING THE CELLBLOCK

CELLBLOCK CORRIDOR

Making the best of the Cellblock Corridor.

We're doing great, kid! Admittedly, that wasn't very hard, but then you need to give yourself credit — you haven't been functioning for very long and everything is still strange to you.

Walk toward the door at the far end of the corridor. On your left will be Cell One. It'll be hard to miss because there is a huge blue arm lying in a pool of blood just outside it. The severed arm belongs to the ex-Chief of Security. His name was Caynan — not that he remembers. He always struck me as the most stable person on the base. In a way, I guess he was too stable. He started thinking about the experiments that Doctor Mastaba was performing, questioning the Mondite movement and his role in it. It was only a matter of time before he started to make trouble for himself. They caught him trying to help one of the prisoners, Dane, escape. I was a bit perplexed that he let himself be captured alive.



- ① Cell One
- ② Cell Two
- ③ Cell Three
- ④ Cell Four
- ⑤ Cellblock Door (to Guardroom)
- ⑥ Severed Arm

Cellblock Corridor

- Go to Cell One.

[Enter] Pick up the arm.

[Enter] Carry it away from the entrance to Cell One and put it down.

I've got plans for that arm, later.

- Look in Cell One.

You'll notice he's not sane anymore. That's actually somewhat unusual. Usually the mental abilities get a bit sharpened by Mastaba's processes. I can tell you from experience that personality — with its associated hopes and fears — accounts for the irrationalities that lead to mistakes.

Let's see how strong you are, buddy. Remember the doors set in the wall at the end of the corridor? If you'd like, you can try to pull them open.

- Go to the cellblock doors.

[Spacebar] Try to force them open.

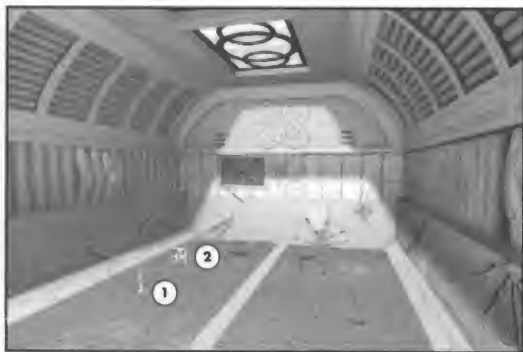
Close, but not quite strong enough. You definitely shorted the panel to the right of the doors. I don't think your "new and improved" fingers will be able to get a grip on the panel to pull it off. I guess Mastaba doesn't consider assassination to require a delicate touch. At least he left you opposable thumbs, right?

Well, now we need some kind of prying tool to get that panel off. I know where we can find one, but it isn't going to be easy. Caynan's been ranting about a fork for the last week, and I think it's about time for him to share his toys.

S This is a good place to try out your new SAVE feature.

- Go to Cell One.
- I** Go into your inventory.
- Ready the meat from your inventory by clicking on its name and pressing **[Enter]**.
- Drop the piece of meat near the door.

Caynan is in such a basic state that this should distract him. Wait a moment to see if he grabs it and runs off.



Caynan's Cell

- 1** Fork
- 2** Photo



- 1** Caynan's Logbook

Taking Caynan's toys.

- Run through the bars when they flicker off.

It's a repeating pattern: they go on-off-on quickly, then they are off long enough for you to run through.

- Enter combat mode.
- Fight Caynan until he collapses. (**[Ctrl] 9** works well.)

Don't forget to pause long enough to reposition yourself during combat.

- Exit combat mode.
- Get the fork.
- Get the photo.
- Get Caynan's logbook.

*I've already been keeping tabs on Caynan's entries. You can review them at any time in **Recorded Data, Caynan's Log** (p. 176).*

- Run through the force bars, back into the cellblock corridor.

Getting past this door.

CELL ONE
Caynan

HELP

CELLBLOCK

This time we'll get places.

- Go to the cellblock doors.

Door

Spacebar Use the fork to pry open the panel.

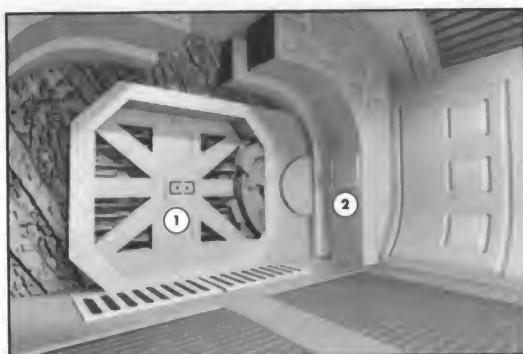
Panel

Cracking the code.

Now you've got to complete the circuit. You need to get a current of electricity to flow from the blinking blue bar on one end to another blinking blue bar on the other side. If you connect the contact point on the left side to one of the red bars on the right side, you'll get shocked, but don't worry. The shock is to stop people from randomly hitting buttons — but it isn't hard. The idea is to make the lighted squares form a connection from the lighted bar on the left to the lighted bar on the right. The squares are arranged in vertical columns with a round button at the base. When you press the button, the lighted square or squares in that column move down one row. Lighted squares must share a side to be considered "connected" — diagonal doesn't count.

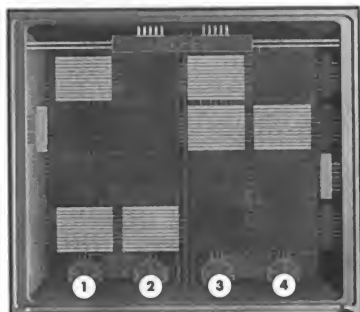
- Press the buttons to form a connection from the lighted bar on the left to the lighted bar on the left.

Imagine the buttons are numbered 1 to 4 from left to right. You only need to press 4, 3, 2, 2, 1 and you're out.

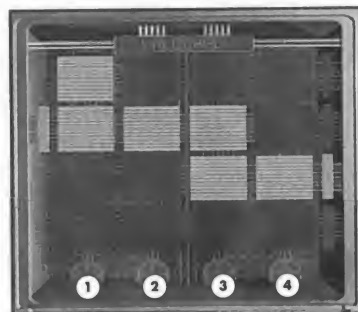


Cellblock Door

- ① Cellblock Door (to Guardroom)
- ② Panel



Cellblock Panel



Solution

Using the Guard Room.

The Guard Room is empty, which is a very good thing. Unfortunately, if you listen, you can hear a conversation between Doctor Mastaba, the Marine Dropships and the Control Room. It's pretty bad news. Company is coming and we aren't ready to greet them properly yet. I've got an idea for a great surprise party, though.

First things first. I don't know about the rest of the morons on the base, but when someone tells me that a nuclear reactor is about to blow, I only need to be told once. I'm not about to forget it.

- Push the red button to turn the "Reactor Breach" warning off.

Okay, what we need to do next is gain access to the rest of the base. I have an idea that should work. At least Caynan did us the favor of cutting his arm off for us — that should make it a little easier.

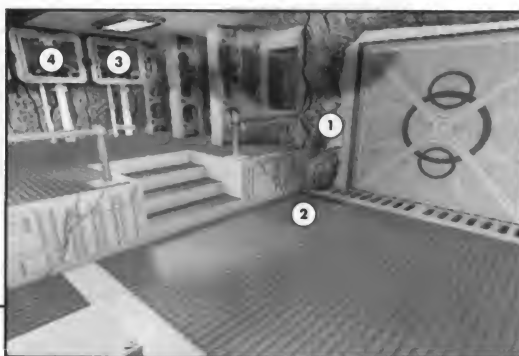
ENTERING THE BASE

GUARD ROOM



Guard Room

- ① Door to Cellblock
- ② Warning Button



Guard Room

- Palm Reader ①
- Pressure Plate ②
- Monitor Three (Controls Cell Four) ③
- Monitor Two (Controls Cell Three) ④



Guard Room

- ④ Monitor Two (Controls Cell Three)
- ⑤ Monitor (Cell Information)
- ⑥ Monitor (Controls Cell Two)
- ⑦ Monitor One (Controls Cell Two)
- ⑧ Monitor Four (Controls Nursebot)
- ⑨ Monitor (Repair Information)
- ⑩ Monitor Five (Controls Entrance to Base)

Monitors

The five monitors in this room are the controls for the Guard Room and Cellblock. Use Monitors One, Two and Three to turn off the energy bars in the cells.

- Access Monitor One by standing next to it and pressing **[Spacebar]**.
- Select OFF.
- Select EXIT.
- Access Monitor Two.
- Select OFF.
- Select EXIT.
- Access Monitor Three.
- Select OFF.
- Select EXIT.

Now we're going to get creative. Monitor Four controls the robots in this area. You need to manipulate the nursebot in Cell Four to pick up Caynan's arm and carry it to the Guard Room palm reader. No, you can't put it in inventory. It's too big.

- Access Monitor Four.



Nursebot Control Monitor

- Select MANUAL.
- Use the arrow keys to control the nursebot.
- Move the nursebot out of Cell Four.

Using the stripe on the floor as a guide might be helpful.

- Position the nursebot over Caynan's arm.
- Press the "close pincer" button.
- Maneuver the nursebot through the cellblock doors.
- Position the nursebot as close as possible to the palm reader.
- Select POWER to exit.

Yes, it's souvenir time again. There are a couple of things in Cell Four — now open — that will probably be useful later. Unfortunately we can't get inside Cell Two. There's a blaster in there that I think would be useful, but the energy bars are malfunctioning and we can't turn them off. We'll have to get it the hard way, later.

The last prisoner in Cell Four was Ensign Dane. He was different from most of the people who have been held here. He possessed a self-discipline that most of the others lacked. He made a creditable escape attempt — with Caynan's assistance. Since I have access to all electronic data on the base, I can assure you his logbook is more than simply interesting.

- Go to Cell Four.

Getting Dane's toys.

- Get the flute.

By the way, I'm betting that if you try using that flute, you'd be much better than you'd expect. Mastaba wrote an entry (*Mastaba's Notes*, p. 184) mentioning how he uses that musical instrument to ensure the subject's mental conditioning is in place.

- Put the flute in your inventory.
- Get Dane's logbook.
- Return to the Cellblock Corridor.
- Return to the Guard Room.

CELL FOUR

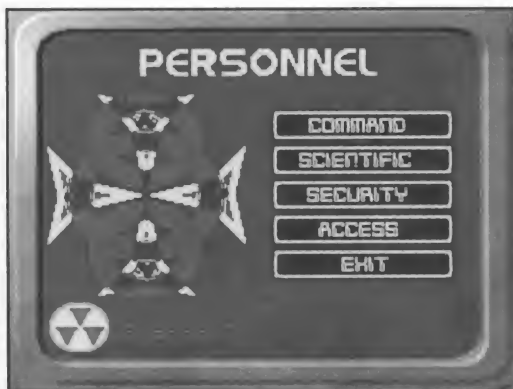
Using the palm reader.

Now we can make things work the way we want them to.

- Go to Monitor Five.

There is something unusual about Dane's logbook. As I said before, I can instantly access any electronic information that is available to any computer, monitor, camera or whatever on this base, except one thing. I can't read access codes. Don't ask — it's embarrassing enough as it is! So I need you to take a look through Dane's logbook. There is a spot in Entry 12 that I can't read, and my guess is that it's Caynan's access code. Look it up.

GUARD ROOM Palm Reader



Monitor Five

- Read Dane's logbook, entry 12.
- Access Monitor Five.
- Select the monitor's ACCESS button.
- Enter the access code you just read from Dane's logbook, entry 12.
- Select EXIT to leave the program.
- Select EXIT to leave Monitor Five.
- Put the logbook in your inventory.
- Return to Monitor Four.
- Back the nursebot away from the wall.
- Select the "open pincer" button.
- Select POWER to exit.

So far so good, pal. Now for the hands-on part of it.

- Get the arm.
- Stand as close to the palm reader as possible.

CHAOS CORRIDOR / Getting past the Mechbot.

Don't do anything yet! Listen to me first!

This is important. The hall on the other side of these doors is called the Chaos Corridor — and it's patrolled by a huge Mechbot. You're not powerful — or well armed — enough to fight it. Unfortunately, though, someone has spotted you from the Control Room, so we're going to have to leave fast and then hide. Halfway down the hall there is an elevator — the doors are recessed from the wall. As soon as you leave this room, run straight for it. If you can get to the recess before the robot spots you, you'll be momentarily safe. Got it? Okay, let's do it!

[Spacebar] Use the arm on the palm reader.

- Run to the recessed area on the left.



Chaos Corridor

- ① Guard Room
- ② Elevator
- ③ Elevator Panel
- ④ Safe Zone (Temporary)



Chaos Corridor

- ① Cryo Room Entrance

This Mechbot's vision is forward-facing only and its motions sensors are damaged. Great design for a Mechbot, don't you think? Once he passes, you can start running again without him seeing you.

- Drop the arm anywhere.
- Run down the hall to the entrance on the far right.

THE LONG WAY TO CELL FOUR

CHAOS CORRIDOR

CRYO ROOM

Killing Aliens

Interesting place, isn't it? This is where Mastaba stores what he considers too interesting to dump in the acid lake, but too dangerous to risk getting loose. It isn't only human experimentation that he keeps on ice. This world has some indigenous life that has given him raw material for weeks of experimentation. Some of the results have been interesting — but this world doesn't grow any friendly creatures, and Mastaba never fails to make them more dangerous ... and angry.



Cryo Room



Iris Control Button ①

Cryo Fluid Valve ②

Iris ③

Cryo Room

Now I'm going to explain my reasoning to you, before I suggest that you wake one of these critters up. Because that's what I'm going to do.

We need to get a blaster, and the only one that isn't going to be pointed at you is in Cell Two. If we could get in by turning off the energy bars, that would be best. However — there's a glitch in the system and the bars are permanently active. The monitor can't turn them off, the security guards' override can't turn them off and neither can I. So that's not a good way to get in. Fortunately, there is another route.

When the creature dug his way out, he made a tunnel from the cell, through the cryo tank, and into the Reactor Room. There is a bridge in the cryo tank that we can use to get to the tunnel. The problem is that there is something else in there, as well. I don't know what.

There are a couple of camera views in there that I can access, but whatever it is, I haven't been able to get a view of it. I don't know if it's too fast for the monitors to catch, if it's invisible or just knows where the cameras are and can avoid them somehow. I know it's there. The last Mondite that climbed down into the tank didn't come out. He died screaming.

So what I'm proposing you do is to thaw out one of the critters by draining its cryo-fluid, lure it over the tank and drop it in. Then when the mystery beastie grabs it, flash-freeze it with the cryo fluid.

It could work.

§ This is a good place to save.

- Go to the back of the room.

[Spacebar] Press the iris control button, opening the iris.

[Spacebar] Turn the cryo fluid valve to drain a cryo-chamber.

- When you hear the warning, turn the valve again, turning it off.
- Run to the iris control button.
- Push the iris control button, closing the iris.
- Read the monitor by the door.
- Select Chamber One.

Be careful, because we've cooked up a Cyberaptor! You want to lure it near the iris valve, then knock it unconscious. Remember to aim your attacks at medium height or lower, since it's not as tall as you.

- Stand on the iris.
- Enter combat mode.
- Fight the beast. ([Ctrl][4] and [Ctrl][6], [Alt][4] and [Alt][6])

When you hear a muffled click, you've broken something important. As tough as this creature is, you probably broke something mechanical rather than biological. He will start to wobble.

When he starts to stagger, open the iris hatch again.

- Exit combat mode.
- Push the iris control button, opening the iris.

He should fall in. If not, we've got problems.

- Turn the valve, pouring more cryo-fluid into the tank.

If you heard sounds of fighting when the Cyberaptor fell in, that's good. If the sounds stopped after you dumped cryo-fluid on them, that's better. It should be safe to go down.

- Walk to the open iris.

[Spacebar] Climb down when your toes touch the outer rim.

CRYO-TANK

Walking the plank.

This vicious creature is a fellow-escapee. It escaped from cryo-chamber 4, and immediately ducked into the cryo-tube. It's stayed there ever since, eating whatever it could get its claws on — as long as it was live. No one's gone down there in a while.

I hardly think it could have found a nurturing environment in the cryo-fluid tanks. One good blast and it would be frozen harder than a mercenary's heart.

At least our list of chores is clearly defined: get the blaster, stop the incoming marines, shut down the reactor, find some way off the planet. That, and re-discover your identity. No problem.



Cryo-Tank

- ① Ladder to Cryo-Room
- ② Tank Opening



Cryo-Tank

- Tunnel to Cell Two ①
- Tunnel to Reactor ②
- Cryo-Tank Drain ③

But first, the blaster.

- Walk past the frozen creatures.

Be careful when you walk on the cryo-fluid. It's slippery.

- Walk through the opening at the far end.
- Continue until you get to the area with three "exits."

The hole on the right is the one that leads to Cell Two. The other holes hold cryo-fluid and irradiated liquids from the reactor. Don't even peek.

Did you notice the guard that was in Cell Two? He's been trapped like a mouse in a hole for nearly a day. Right now he's asleep, and not as close to his blaster as he should be.

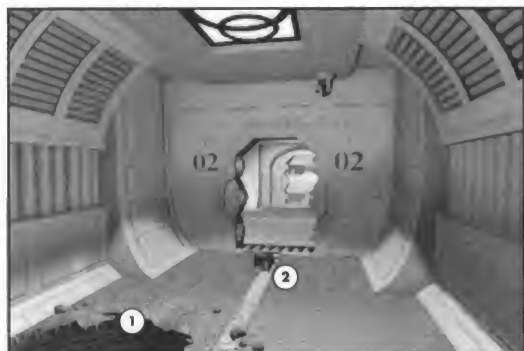
§ This is a good place to SAVE.

- Walk up to (and through) the hole on the right.

Arming yourself.

Here we go. Do what you have to do to get that gun.

- Enter combat mode.
- Fight the Mondite guard.
- Exit combat mode.
- Get the blaster.
- Re-enter the hole.



Cell Two: Getting Blaster

- ① Tunnel to Cryo-Tank
- ② Blaster

GETTING THE BLASTER

CELL TWO

Going back the way we came.

- Return down the metal walkway to the ladder.

Spacebar Climb the ladder.

Heading for the roof.

That was a good warm up for what we're going to do now. The dropships have already started their descent. If they land, we're in trouble. The only reason we've gotten around as easily as we have is because this place has been evacuated. The skeleton staff that remains has been too busy to pose much of a problem — so far. Basically, they're waiting for the marines to come and fix everything.

If it weren't for the fact that one of the things that the marines intend to "fix" is you, I'd be in favor of letting them sweep this place up. That reactor is still making me nervous, and I'd just love to have some brainless brawn throw themselves at the Drogg and shut down that nuclear time-bomb. Better them than us, I say.

Realistically, though, I think it will be easier for us to take out one Drogg in one over-heating nuclear chamber, than to wipe out two dropships full of heavily armed soldiers. So my vote is to take them out before they land — swat them like bugs as they come in to land.

That means we have to get to the tower. They've got weapons specially designed for bug-swatting duty. Some people are so paranoid.

- Leave the room.

TAKING OUT THE MARINES

CRYO-TANK

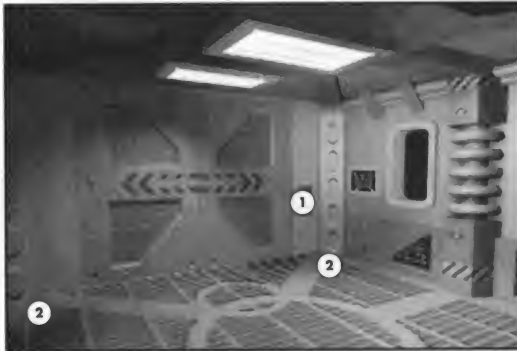
CRYO ROOM

HELP

CHAOS CORRIDOR

Avoiding the mechbot ... again.

- Run to the elevator alcove where you hid before.
- Hide in the alcove until the Mechbot passes.
- Run to the elevator panel.



① Elevator Panel

② Blind Spot

Elevator

[Spacebar] Hit the button.

- Enter the Elevator.

Elevator

I love elevators. Don't they give you a wonderful, warm feeling of protection? Don't you wish you could keep the doors from opening automatically — exposing you to the six hovering securitybots that monitor the tower?

Yeah, watch out for those six securitybots — they shoot. You should be out of their range if you stay in their blind spot — the safe zone between the edge of the door and the yellow column.

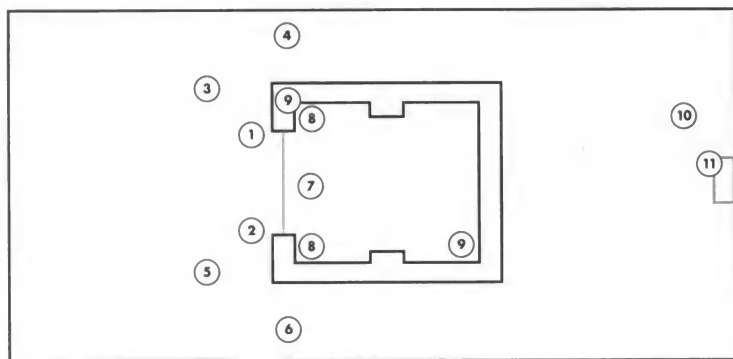
[Spacebar] Access the panel near the door.

- Select Level One (the top level).

S This is a good place to SAVE.

Now, I know we're in a rush, kid, so if you want to jump out and start firing, that's fine. I'm just giving you a friendly warning that it'll probably hurt a lot, and you may or may not have enough energy in your battery to heal yourself afterwards. So, if I were you, I'd try the indirect route. The elevator walls are energy-reflective. That means energy blasts will ricochet off the elevator walls and doors — and could very well take out a securitybot or two.

- Shoot the securitybot (1) straight on.
- Shoot the securitybots (2) and (3) by ricocheting your shots off the left side of the elevator door.
- Go out and shoot the next securitybots (4 and 5).
- Walk around the elevator housing to the back.



- | | |
|-----------------|-----------------------|
| ① Securitybot 1 | ⑦ Door |
| ② Securitybot 2 | ⑧ Hiding Zone |
| ③ Securitybot 3 | ⑨ Level Control Panel |
| ④ Securitybot 4 | ⑩ Roland |
| ⑤ Securitybot 5 | ⑪ Tower Gun |
| ⑥ Securitybot 6 | |

TOWER

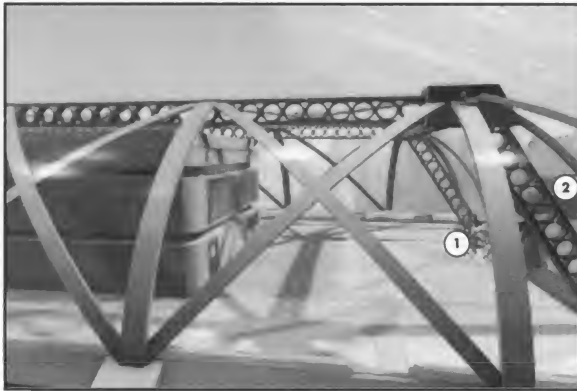
Securitybots

Roland

This guard shouldn't be too much of a problem. I've read his records, and he's got some problems that make me doubt the wisdom of assigning him as a security guard. He's weak — he's a follower that can't make a stand on his own. It should be easy to rattle him. We need that, because we need him to enter his access number and palm-print into the gun to make it operational.

§ This is a good place to SAVE.

- Advance on Roland.
- Enter combat mode.



Tower

- ① Roland
- ② Perimeter Defense Weapon

- Shoot Roland once.
- Advance slowly until he says he'll activate the gun.

If he doesn't offer to activate it by the time you are fairly close, shoot him again. You'll automatically drop out of combat mode.

- Walk up to Roland.

Perimeter Defense Weapon

This is it. If you don't get this right, nothing's going to go right from here on out. You can do it, just don't panic. Remember, at this moment you've got a bigger gun than anyone else, plus the element of surprise.

- Go to the gun.

[Spacebar] Take hold of the gun.

[←] Turn the gun all the way to the left.

- Wait until the first ship gets just past the bar.

[Spacebar] Shoot the first ship.

- Center the gun.
- Shoot the next ship when it is lined up with you and at its highest point.

? *At this point, you have a choice. You can either kill Roland or leave him to explain to his superiors why he activated the gun for you. Personally, I'd leave him to the tender mercies of Mastaba, but it's up to you.*

I'm impressed, kid. You stepped through that like a professional drop-ship crackshot.

Unfortunately, I can tell you the bad news. I'm monitoring the communication channels, and no one is making a move for the reactor. Since Caynan got snagged, they haven't had a commander capable of wiping his nose, let alone dealing with a crisis situation. We've got to take care of the reactor.

- Return to the elevator.



Perimeter Defense Weapon

FINDING A HARDSUIT

ELEVATOR

Rising to new levels of opportunities.

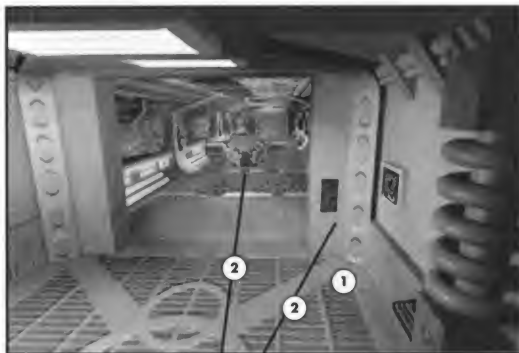
The problem— and it's a real problem — is that the only way to go into the reactor is with some sort of protective armor. Your ability to heal yourself won't give you more than a moment or two longer than an average human. We can get you fitted with a hardsuit from the guards' Control Room to take care of that problem. What makes it particularly difficult is that it's locked from the inside. Our best bet is to go to Doctor Mastaba's surgery room, because he's still in it. If we threaten him, we might be able to lure the guards out. Then we'll be able to saunter into the Control Room like we own the place. I'll be straight with you, pal, it's not going to be easy. Of course, killing Mastaba might make it worthwhile.

- Press the red button to open the elevator.

The door to the back of the elevator is the one that will open to the third level.

- Go to the back of the elevator.
- Select Level Three.

There's an Mechbot waiting for you in the hall to the Control Room. It's pretty tough, so you might not want to leave the elevator until we've destroyed it. Energy-reflective elevators are useful, aren't they?



Elevator back

- Shoot the Mechbot by bouncing shots off the back of the elevator.
- Exit the elevator.

Visiting old friends ... or whatever.

You aren't getting nervous, are you? I can't imagine that Mastaba would be any harder to kill than that Mechbot in the corridor.

- Go to the first door on the left.
- Go to the panel.

[Spacebar] Open the door.

- Enter the Operating Room.



Operating Room Door

- ① Operating Room Panel
- ② Operating Room

Listening to the rants of a raving lunatic.

DON'T PANIC! DON'T PANIC! It's okay if he controls your mind. Don't try to struggle. You're way too valuable to him. He won't destroy you. Just listen to him and see what you can learn. Watch for weaknesses.



Operating Room

- ① Battery Panel
- ② Dane
- ③ Monitor One

- Medicaid ①
- Dane ②
- Monitor One ③



Operating Room

CONTROL
AREA
CORRIDOR

MASTABA'S
OPERATING
ROOM

You awake yet?

Sorry about that. I hadn't known that Mastaba's trick was going to work. Since you woke up with a coherent brain, I thought maybe you were different.

Still, it worked. We can get in the Control Room. The remaining guard hasn't noticed yet. We make a good team, don't you think?

Dane

First, though, we ought to take care of our hero on the table. His name is Dane. He may not look like much, but if he hadn't had the presence of mind to crush Doctor Mastaba's controller, you'd have been nothing but a mechanized toy for the rest of your life. We owe him something — but it better be something quick.

- Go to Dane's head.

☐ Go into your inventory.

- Highlight the photograph of Dane's fiancée.
- Click on **READY**.

Show the photograph to Dane.

☐ *Your next step is up to you. There is nothing left of Dane's memory, and there's no way of getting it back. He's in pieces, and nobody will be putting him back together any time soon. You can either kill him, or leave him here to die when his battery runs out — or when Mastaba gets to him. Personally, I'd honor his request and kill him by either removing his battery (his back-up hasn't been hooked up yet) or by a swift blow to his head. It's your choice, though. Do whatever you'd like.*

- Get the medicaid in the corner of the room.

If you're feeling pretty mauled, you should get Dane's battery and heal yourself.

- Go to the battery panel.

Open the battery panel.

Get the battery.

You might want to heal as much as possible before you swap out batteries.

☐ Enter your Diagnostic Program.

- Select the **INACTIVE** button.
- Wait until you are fully healed.

Swap the battery.

- Drop the used battery.
- Leave the room.

CONTROL AREA CORRIDOR

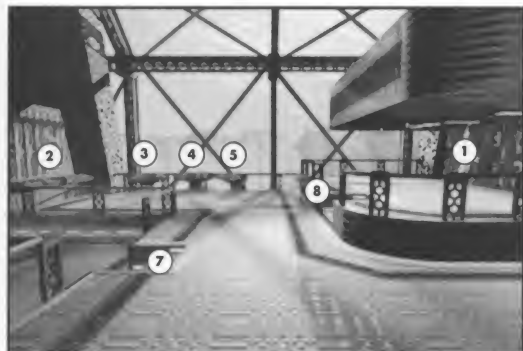
Heading to the Control Room.

- Go to the Control Room.
- Hit the button on the left side of the door.
- Go into the Control Room.

☐ *This is a good place to **SAVE**.*

Explaining your unfortunate situation to the guard.

Yep, people wouldn't have been leaving things unlocked when there was an escaped experimental subject running around when Caynan was in charge. Mondites are wonderfully predictable in scragging their most intelligent members and promoting the vacuum-skulls. Meet one of the space-heads.



Control Room

- ① Hardsuit Area
- ② Satellite Monitor
- ③ Dig Site Monitor
- ④ Evacuation Monitor
- ⑤ Paragon Monitor
- ⑥ Information Monitor
- ⑦ Stairs to Icarus Area
- ⑧ Monitor Three

Repairbot ⑨



Control Room

- Go up the stairs.
- Enter combat mode.
- Kill the guard by standing on the second-to-last stair and kicking him ([Alt] 4 and [Alt] 7). ([Ctrl] 7, [Ctrl] 9, [Alt] 8 also work well.)
- Get the logbook.
- Put it in your inventory.
- Walk to hardsuit area.

I have no experience what that must feel like. It looks very intimidating.

LOOKING AT THE ICARUS

CONTROL AREA CORRIDOR

Taking the hardsuit out for a trial run.

Now that you're in a hardsuit, a unique opportunity is open to us. No one will know you're not another Mondite Guard until it's too late. That can be useful since Doctor Mastaba took the blaster we went to all that trouble to get. As a matter of fact, there's someone with a blaster right outside the door, now. Unfortunately, he's the toughest human in the place. The element of surprise will be definitely useful.

- Return to the hallway.
- Walk close to the guard.
- Enter combat mode.

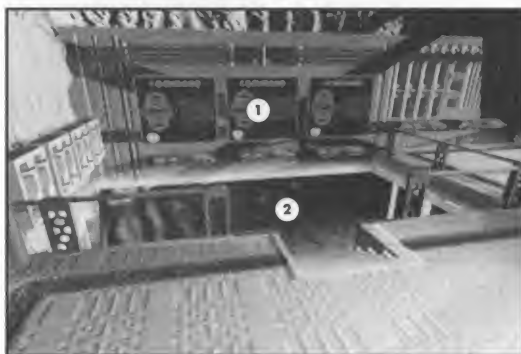
If you get hit, run away and return. Otherwise you won't have time to recover — he'll pound you into pâté.

- Kill the guard.
- Exit combat mode.
- Take his blaster. (**Enter**)

I want you to do one more thing before we tackle the reactor. I know, I know, I said we were in a huge rush. However, I've been monitoring the system readouts, and we have enough breathing space to run an errand. Trust me, it'll help out in the long run.

- Return to the Control Room.
- Access Monitor Two.
- Click on ICARUS ACCESS.

That should take us to the Hangar.



Control Room Monitor 2

- ① Monitor Two
- ② Lift to Icarus Area

HANGAR

Looking at our ticket out of here.

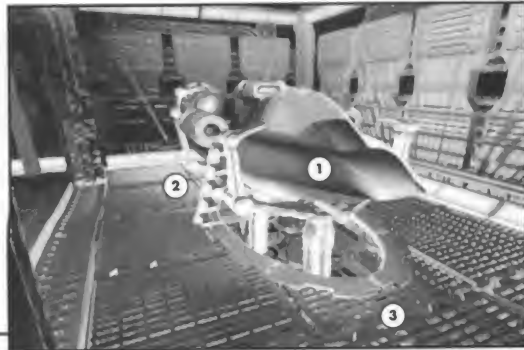
§ This is a good place to SAVE.

Okay, what I want to show you is on the other side of the room. You better believe this thing has a constant guard on duty — and not even an overloading reactor is going to budge this guy. We could make this work for us, however. I know he was issued a walkie talkie. One of those could come in handy, don't you think? Besides, he's a Mondite nitwit. Waste him.

- Shoot the guard.



Hangar



Hangar

- Icarus ①
- Alien Cube ②
- Icarus Battery ③

It's a shame he fell on his walkie talkie, but that can't be helped. Still, it will let us hear what the others are saying, and that's all that's important to us, anyway.

*But just take a look at this beauty. This is the craft that's going to take us off this rock. If you haven't read all about it on Monitor Three, you should read the **Icarus Special Project Report** (p. 200). Okay, so it hasn't been able to achieve escape velocity yet — that's a minor point. According to my own personal calculations, all they need is more power. Lots more.*

- Get the blaster.
- Get the walkie-talkie.
- Go to the Icarus.
- Get the alien cube.

I've been wondering ... when you hold the cube, do you feel a tingle up your arms? It's a transportation device that affects local gravity. The Mondites have been trying to figure some way of tying it into the Icarus' system. What they haven't figured out yet is that it only works in certain areas outdoors because those places still retain a remnant of "sensitivity" to it. I'm sure that when this moon was a thriving civilization, the cube worked everywhere. The city has been dust for millennia, though. That anything still works is a miracle.

- Put the alien cube in your inventory.

I've got a present for you.

- Go to the front of the Icarus.
- Drop your blaster.

Common sense rule number one. Don't hold an energy weapon and an energy source at the same time.

- Get the battery.
- Swap batteries. (**Spacebar**)
- Drop the battery. (**Enter**)
- Get your blaster.
- Walk back onto the platform.

SHUTTING DOWN THE REACTOR

CONTROL AREA

Playing bumper-bots.

Yes, now it's time to take care of the reactor. That entails four problems: lethal radiation, the securitybot, the homicidal Drogg that's holed up in there and the reactor itself. We've taken care of the radiation problem with the hardsuit. I've got a plan that should eliminate problem number two.

- Access Monitor Three.

The idea is to control the maintenance robot to knock the Reactor Room securitybot off the reactor platform.

Directional Control ①



Control Monitor Three



Control Corridor

Entrance to Reactor Airlock ①



Reactor Airlock

This has fairly straightforward controls. You aren't going to need to do anything tricky — just use it as a battering ram.

Monitor Three

- Click the down arrow to back up the robot.
- Maneuver it out the Control Area door.
- Maneuver it down the hall.
- Maneuver it through the airlock corridor.

Airlock doors automatically open for the maintenance robot. That's handy.

- Continue down the airlock corridor, until you get to the end.
- Knock the reactor securitybot into the gap by continuing forward.

They should both topple off the platform.

- Press **POWER** to exit.

- Access the Information Monitor.
- Memorize the access code.
- Exit the monitor. (**Esc**)

**Reactor Access
Code**

S *This is a good place to SAVE.*

Now it's time for the hands-on part.

- Exit the room.

Heading for the Reactor Room.

- Go to the Reactor airlock door.
- Press the button. (**Spacebar**)

**CONTROL
CORRIDOR**

- Go down the corridor.
- Press the button at the other end of the corridor.

**REACTOR
AIRLOCK**

REACTOR ROOM

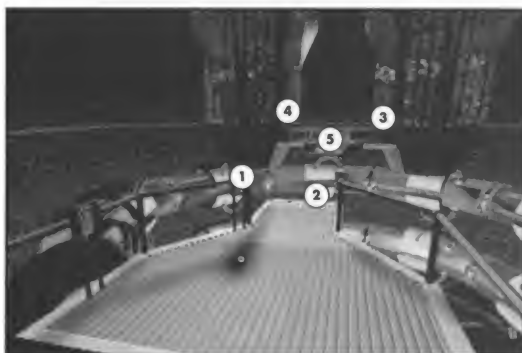
The Drogg

Fighting the Drogg

The trouble is, the Drogg is not stupid. It's fairly intelligent and trained in warcraft. The fact that it's been cryogenically frozen for hundreds of centuries hasn't slowed it down one bit. I'm not sure, but I think that all the destruction it's been wreaking is a very straightforward way of asking us to leave. Whether it knows what kind of trouble it's caused by messing with the reactor, I really don't know.

In other words, you don't want to tangle with it until we're better armed and in a more stable situation.

- Press the light bridge activator.



Reactor Room

- Enter combat mode.

It's best to be prepared to fight ... just in case. The only way we can defeat him in time to shut down the reactor is to lure him over the light bridge, and then turn it off. We can't afford to waste any time.

- Run across the light bridge.

[Spacebar] Throw Lever One.

- Shoot the Drogg until he chases you — and you can see that he's damaged.
- Run back toward the light bridge control button.
- Use the light bridge control button to turn off the bridge while the Drogg is standing on it.

End of that problem.

Reactor

Shutting Down the Reactor

- Turn the bridge back on.

Don't even think about slowing down.

- Run across the light bridge to Lever Two.
- Throw Lever Two.
- Access Monitor Four.
- Enter the access code you memorized in the Control Room.
- Hit the POWER DOWN button.

Job accomplished. Now you can breathe a little more comfortably. Nothing is going to go BOOM and cut our little escapade short. We can take a bit more time to get all the things done that we need to do.

First things first. We're going to need a weapon strong enough to take out the Drogg in case we meet up with it again. It was cranky to begin with, and I don't think it's going to be any happier for having the light bridge yanked out from under its feet. I have an idea where we could get some superior armament. Let's go see what's on that dropship that crashed outside.

When you want a big gun, I always say look in a marine's footlocker.

- Exit the Reactor Room.

REACHING THE MARINE DROPSHIP

Strolling out of here.

- Go to the Control Corridor.

REACTOR
AIRLOCK

Sauntering down the hall.

- Go to the elevator.

CONTROL
CORRIDOR

Heading straight for the top.

- Select Level Four.

ELEVATOR

§ *This is a good place to SAVE. I mean it this time.*

- Go into the hallway.



Basement Corridor

BASEMENT CORRIDOR

Facing the two-legged guard dog.



- ① Mechbot
- ② Door to Outside

Basement Corridor

Air Mechbot

- Move to the right.
- Enter combat mode.
- Shoot the Mechbot.

The key word here is serpentine. Sprint away from his first volley of blasts. Don't stop for more than a second. Then just walk (don't run) in a figure-eight (8 + 7 and 8 + 9), pausing only long enough at the left and right sides of the corridor for your ability to automatically aim to kick in, and then shoot. You may find a place near a wall where the Mechbot can't hit you ... or you may not.

You'll know when you've stopped it — it's got a design flaw. It's not good for anything in a sealed-atmosphere environment to be that flammable.

Panel

- Walk to the panel.
- Ready the guard's logbook. (I, select the logbook, press READY)
- Read the logbook to find out what the exit pattern is.

Actually, I can tell you. You'll need to light the outer squares, and leave the middle one dark. Every time you press reset, it will choose another pattern at random. The solution (lighted outer squares, dark center) will remain the same.

Now this is going to take some heavy explanation. Stick with me — I'll start at the beginning.

1, 3, 7 and 9 are corner buttons.

2, 4, 6 and 8 are side buttons.

If we're talking about Button 2:

7 and 9 are opposite corner buttons to 2.

If we're talking about Button 1:

6 and 8 are opposite side buttons to 1.

When you press a side button, you toggle that button and its two opposite corner buttons.

When you press a corner button, you toggle that button and its two opposite side buttons.

(Toggling means if it was previously on, it will turn off and if it was off, it will turn on.)

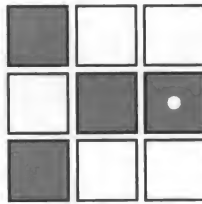
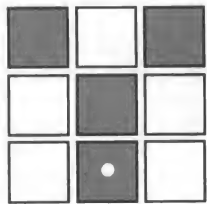
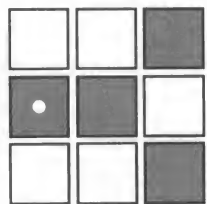
The middle button toggles itself and the four corner buttons. I think you get the idea now.

Brute force. If you're still having trouble solving this puzzle, you might try the brute force approach. Open the puzzle and start hitting reset until one of the following patterns appears.

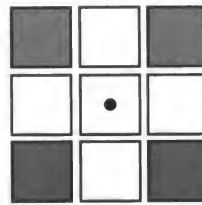
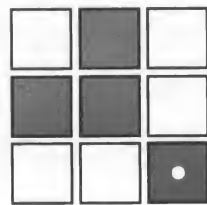
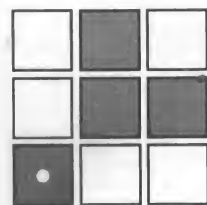
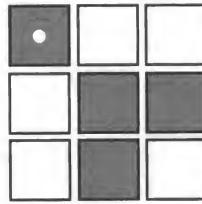
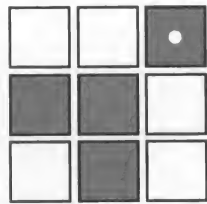
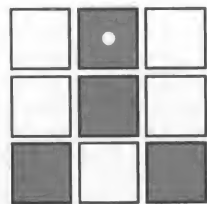
Finding one of these patterns might take awhile, but not more than a couple of minutes.

When one appears, hit the button marked with a dot, and the puzzle will be solved.

Enter the airlock.



Note:
White buttons
are on;
gray
buttons are off.



AIRLOCK

Taking a peek at the outside world.

Well, now we know the hardsuit works. Never can be sure until you try it out.

- Go to the Landing Platform.

I suppose you could try out the gravity by jumping off the ledge, but there's an easier way. Let's take the elevator.

LANDING PLATFORM

Looking for the crash site.

- Go to the outside elevator.
- Press the blinking button.

Now here's the trick with these outside securitybots. Those aren't lasers they're firing – they're plasma projectiles. Although those projectiles are officially considered energy bolts, they'll only "break" if they hit something organic. That makes them dodge-able. Don't get lazy – because they leave nasty burns – but just run past them, and they won't be able to hit you.

- Run past the securitybots, into the tube.



Landing Platform Elevator

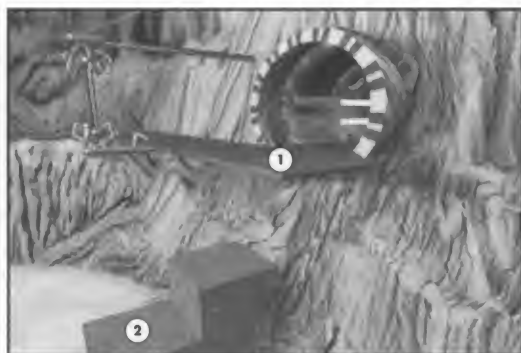


Landing Platform

Jumping and zipping.

- Run forward to the jump area.
- Jump to the next level (just continue forward).

This is one of the areas that is still sensitive to the alien cube. That's handy, since the green liquid is highly acidic. It'll etch your metal plates cleaner than they've ever been, that's for sure. Too bad you're still partly organic, or you could try swimming across.



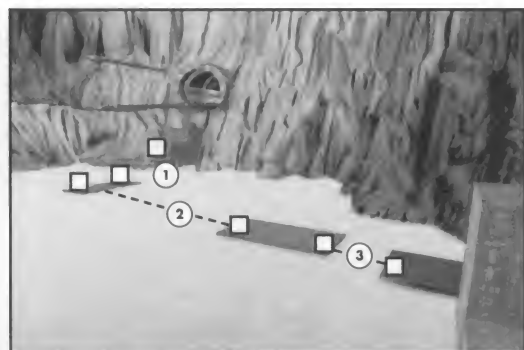
Zip Area One

- ① Climb Area
- ② Zip Area One



Zip Area One

I can't help but wonder, though, if this acid lake existed in the time of the alien civilization. That would give a reasonable explanation to why the alien cube still works here, when all the other areas have stopped functioning. They would probably make sure the fail-safes were doubly reinforced in an area where a defect would mean death, rather than a walk to the next zone.



Zip Area Two, Three

- ① Zip Area One
- ② Zip Area Two
- ③ Zip Area Three
- Use Alien Cube

ACID LAKE

Climbing and zipping.

- Go to Zip Area One.
- Ready the alien cube. ([I], select the alien cube, press READY)
- Use the alien cube. ([Spacebar])
- Go to Zip Area Two.
- Use the alien cube.
- Go to Zip Area Three.
- Use the alien cube.
- Go to Drop Area.
- Climb to next level (step forward toward the blocks).

Lots of work, isn't it? I think that these cubes must go stale after a couple dozen millennia, otherwise I don't see why we couldn't go all the way across.

S This is a good place to SAVE.

I know that you probably see that missile lying on the ground. Leave it alone for a moment, though. We've got stuff to do — a live missile will just get in the way.

- Go to Zip Area Four.
- Walk off the edge.
- Enter the dropship.



Zip Area Three

- ① Jump
- ② Dropship
- ③ Climb
- Use Alien Cube



Zip Area Four

Looking around.

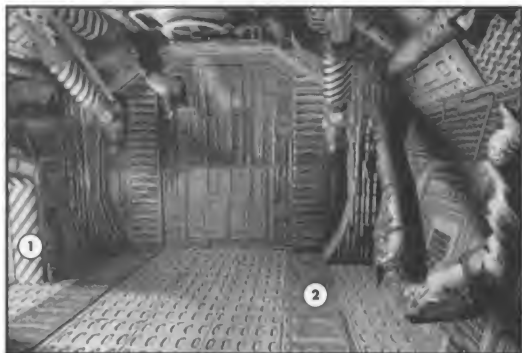
- Go to the left.
- Get the medicaid.

Wait a moment! We have a problem. I knew things were going too smoothly. There's someone in the cockpit. I've just linked to the shipboard computer. The only person who survived was the captain, Tumolt — and he's not hurt badly enough. You don't know how tough he is, but I've seen his service record and he might be the guy Doctor Mastaba is modeling his super-warriors after.

GETTING A BIGGER GUN

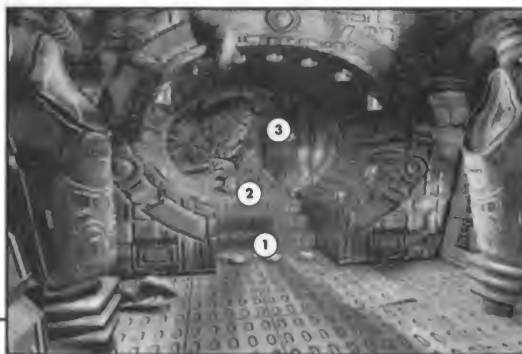
DROPSHIP

Medicaid



Dropship Bay

- ① Door
- ② Medicaid



Dropship Bay

- Cockpit Doors ①
- Cockpit Area ②
- Monitor One ③

The bad news is that he has the gun that we wanted. (At least we know that we haven't wasted our time coming here!)

So the plan is to get him out of the cockpit. That should be easy. I think he'll realize you're the one responsible for killing a dropship full of his men.

By the way, he's wearing energy-absorptive gear. The blaster won't be much good against him.

- Walk to the door.
- Take a few steps toward the cockpit doors.
- Back up.

He'll follow you.

BAY

Fighting the good fight against a very angry, highly trained marine.

- Run to the right when Tumolt starts to fire.
- Fight Tumolt. (Ctrl 7), (Ctrl 9) and (Alt 8)

Try to stay in his personal space, and get him in the corner.

- Get the Big Gun.

It's a Tonfa gun. I do believe this is going to be a very useful toy in the future.

- Get the device with the button.

It's the key to the cockpit area. I've got an idea.

(Spacebar) Open the door with the key device.

- Put the key device in your inventory.
- Go up the stairs.

COCKPIT

Playing with high explosives.

What we're facing is a basic lack of enough energy to boost the Icarus out of orbit and to somewhere that we could get help. We don't need anything more than that craft — it's capable of reaching speeds that match, or exceed, any of the other ships in the travel routes.

The Mondites were trying to develop their own energy source to power the Icarus, but I think that was the wrong approach. The Icarus was built with alien technology. The ship's battery should be of alien design, as well. I think the secret can only be found in the ruins. We know that there is some sort of power generator in there somewhere — otherwise the zip areas wouldn't be working at all. Plus, something had to be keeping the cryo-tombs functional. It only makes sense that we can find what we need in the alien ruins.

The problem is getting there. The Mondites have known about some sort of life-form in the acid lake since Escher's team arrived. The Acid Beast ate most of her marine guards as they crossed over to the dig site. Doctor Mastaba's people built the lab by scuttling their ship, and were able to build a walkway across the lake with what scraps were left over. Only we can't get to the bridge from here. We'll have to cross the hard way.

The good news is, we can blast it to component pieces using the dropship missiles.



Dropship Monitor

- Access Monitor One.

See Old Ugly out there? That's our target.

- Click on Button One.

That arms the missile.



Firing Position

- Click on fire.
- Click on Button Two.
- Click on FIRE when the acid beast peers at the blasted cliff.

Well done. The Mondites should have done that two years ago.

- Exit the dropship.

ENTERING THE DIG SITE

BEACH

Warhead

Using live warheads for interior decorating.

The second problem we have is that Doctor Mastaba has sealed Escher in the dig site. We'll have to blow the blast doors open. With a bit of heavy explosives, tinkering and a burst of real speed, that can be accomplished. Notice that one of the dropship's missile chambers was knocked free in the crash? That should supply us with enough power to knock our way into the dig site.

- Walk to the missile launcher.
- Ready the alien cube. (1, select the alien cube, press READY.)

You won't have time to ready it later.

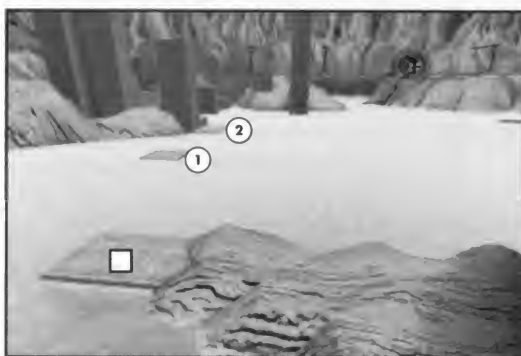
- Walk close to the missile.

The yellow flashing light shows that the missile is still functional. That brings us to the dangerous part. The ship was on alert when it crashed, and that means these missiles go live the moment they leave the casing. We could de-activate that function from the cockpit if the casing were still hooked into the computer system — but it severed that connection when it was knocked off the ship. You're going to have to carry it while it's hot. You won't have much time to get it in place and get far enough away from the blast. Once you take it out, you've got to move fast.

- Drop the Tonfa gun.

Spacebar Get the warhead.

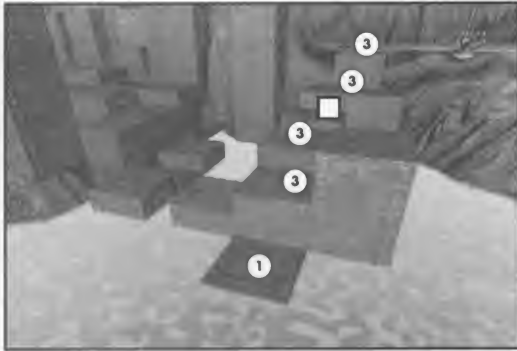
- Run under the dropship wing to Zip Area Five.
- Use the alien cube.



- ① Walk over creature
- ② Climb
- Use Alien Cube

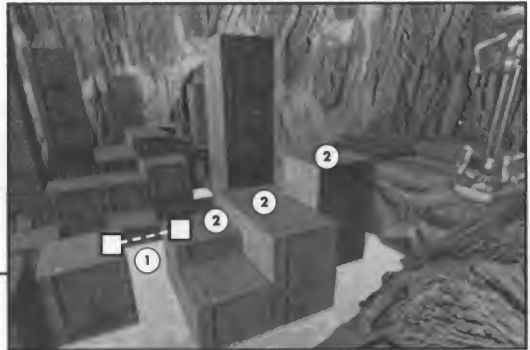
Zip Areas to Acid Beast

- Walk over the acid beast.
- Climb the blocks to Zip Area Six.
- Use the alien cube.
- Go to Zip Area Seven.
- Go to the climbing area.
- Climb to the walkway.
- Run down the walkway.
- Run in Tube One.



Zip Area to Walkway

- Zip Area Seven ①
Climb ②
Use Alien Cube ☐



Zip Area to Walkway



Zip Area to Walkway

- ① Tube One

- Tube One ①
Tunnel to Ledge ②



Zip Area to Walkway

TUBE ONE

Dropping and running for your life.

The doors are at the end of the tunnel. You don't have a second to spare.

- Run to the blast doors at the end of the tube.
- Put the alien cube in inventory.
- Drop the warhead.
- Run out.
- Run back down to the Beach.



① Drop the Warhead

Tube One

BEACH

Retrieving the Tonfa Gun

Do you remember where you left the Tonfa gun?

Tonfa Gun

- Climb down the block at the climbing area.
- Run to Zip Area Seven.
- Ready the alien cube.
- Use the alien cube.
- Go to Zip Area Six.
- Use the alien cube.
- Walk back over the acid beast.
- Use the alien cube at Zip Area Five.
- Return to the dropship.
- Get the Tonfa gun.
- Go back under the dropship wing to Zip Area Five.
- Use the alien cube.
- Walk over the acid beast.
- Climb the blocks to Zip Area Six.
- Use the alien cube.
- Go to the climbing area.
- Climb to the walkway.
- Run to Tube One.

TUBE ONE

Looking around.

- Go through the hole left by the explosion.

SEARCHING THE DIG SITE

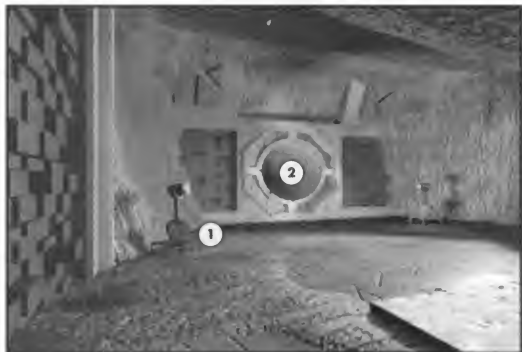
DIG SITE

Escher

Making new acquaintances.

Fortunately for anyone inside the site, the airlock was built with all the delicate mechanisms well protected. The dig site is atmosphere controlled, and the airlock will take your hardsuit off automatically.

- Cross the Dig Site Entrance.
- Go to Escher.



Dig Site

- ① Escher
- ② Tube to Tubeway Station

The floating creature is one of the native life-forms — they call it a “Floater.” It’s a giant parasite that is attracted to the warm, salty juices of humans and whatever else it preys on here. Escher can’t be doing too well, being shot and then eaten. The parasites are tough, too. Their carapace is slightly energy absorptive. Shooting doesn’t so much fry them as overload them.

- Enter combat mode.
- Kill the Floater. (**Ctrl** **9**) or (**5**)
- Walk near Escher’s feet.
- Talk to Escher.

? Once again, this is your choice. You can prolong her life a little by using the medicaid on her (readying it in your inventory and **Spacebar**), or you can keep it for when you need it yourself. If you help her, she’ll probably give you her translator. If you don’t use the medicaid on her, she won’t. Personally, I recommend that you leave her. She’ll probably just die anyway, and after all, she’s still a Mondite. It’s not like she was dragged here against her will. I’ve already scanned the contents of her translator into your memory (see *Alien Temple Translations*, p. 193). It’s up to you. Do whatever you want to.

If Escher gave you the translator, you’ll want to check out what they’ve been up to in the Alien Temple.

- Return to the Dig Site airlock.

- Exit Tube One.

TUBE ONE

BEACH

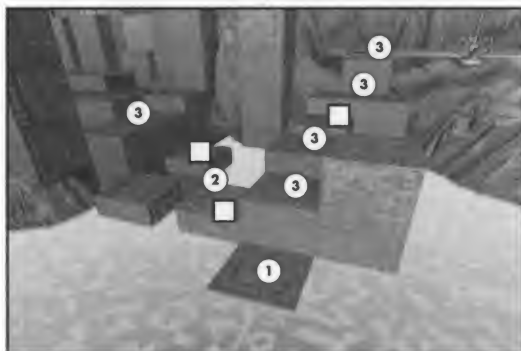
Heading for the Temple.

- Run back to the blocks.

Securitybots

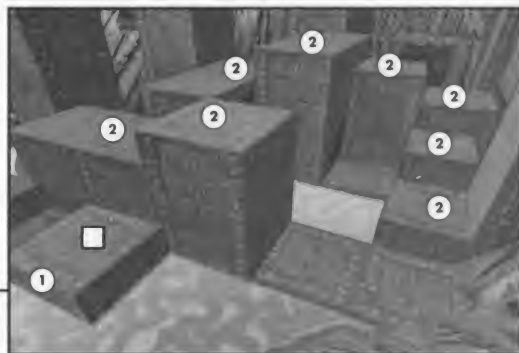
The securitybots can't hurt you as long as you run.

- Go to Zip Area Seven.
- Use the alien cube.
- Go to Zip Area Eight.
- Use the alien cube.
- Climb toward Tube Two.
- Enter the tube.



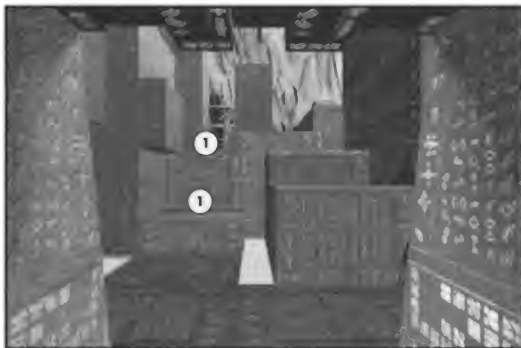
To Alien Temple

- ① Zip Area Seven
- ② Zip Area Eight
- ③ Climb
- Use Alien Cube



To Alien Temple

- Zip Area Eight ①
- Climb ②
- Use Alien Cube □



To Alien Temple

- ① Climb

Studying extremely ancient history.

If you have the translator, you can use it by readying it, standing near some writing and using it. If you don't, check out the Translations data dump, p. 193.

- Click on SCAN.
- Click on TRANSLATE.



Alien Temple

- ① Entrance to Dig Site
- ② East Wall
- ③ South Wall
- ④ West Wall
- ⑤ Tube to Tubeway Station



Alien Temple



Alien Temple

- Turn off the translator by pressing POWER.
- Read the text of all three walls.
- Take careful note of the symbols near the sphere.

They may mean something important.

- Exit the Temple.
- Return to the Dig Site.
- Go to the Dig Site Corridor.

Taking the full tour of the Dig Site.

- Walk down the Corridor.

Ⓘ This is a good place to SAVE.

- Enter the Tomb of Soldiers.

TOMB OF SOLDIERS

Viewing the remains of the not-quite departed.

This is the place where they found the cryo-tomb of the Drogg — you can see the empty place that once held it.

As I suspected, this civilization is not dead. These tombs are being powered by a source that is somewhere else in this city. Don't give up hope, kid. The way home is hidden somewhere nearby. It's only a matter of finding it, and recognizing it when we do.



Corridor to Tomb of Soldiers

I should have known that the Drogg would return here. You've still got the Tonfa gun, right? This open area isn't a good place to face him — he's too fast and hard to hurt.

- Shoot the Drogg until the Tonfa gun overheats.

On a HARD day, it will take about three full rounds to do the job. A MEDIUM or EASY day will take about two.

- Wait until the Tonfa gun recharges (the power bar will turn from yellow to blue).
- Shoot the Drogg some more until the Tonfa gun overheats again.

Way to go, buddy. This guy must be one of the Phyxx Soldiers that the translations were talking about, and I bet he's never been pounded like this before. He's too weak to hurt you, but he doesn't look like he's trained to just run away. I've got a plan ...

- Let the Drogg hit you once.

Fine. Maybe he's convinced he's pummeled us into quivering jelly. Anything so long as he leaves us alone to find what we need.

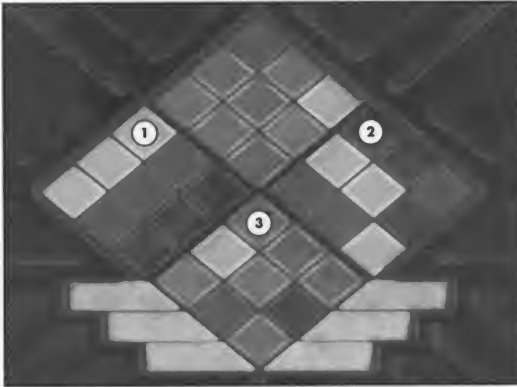
- Go to the cracked tomb.
- Solve the Tomb of Soldiers puzzle.

I'll explain slowly. If you learn everything you want to know in the first section, you don't have to keep on reading. If you want to be walked through, I'll do that, too.

1. This puzzle is divided into four diamonds. You solve it by matching the lower diamond to the top diamond.

2. The six white bars are the controls that move the colors of the left and right diamonds. They change the colors in the bottom diamond. The diamond on the left is controlled by the three bars on the lower right side of the puzzle. The top bar controls the top line, the middle bar controls the middle line and the bottom bar controls the bottom line.

3. Each button in the bottom diamond is a combination of the corresponding button of the left and right diamonds. (Example: if the left top button ① is red and the right top button ② is blue, the bottom top button ③ will be purple.)



Tomb Puzzle

With practice you'd get the hang of it, I'm sure.

4. A quick, "brute force" way through here is to press:

upper right bar,	upper right bar,	upper left bar,
middle left bar,	middle left bar,	middle right bar,
middle right bar,	lower left bar,	lower right bar.

- Take the glowing talisman.

It's an alien key. HA! This has got to be useful somewhere. Now we've just got to figure out where. As far as I can tell, this key isn't going to work around here. Let's see if we can find where our Phyx friend has headed. There's got to be more to this place than what we've seen so far ... and he's the most likely candidate to know where those other areas are.

- Re-enter the Dig Site Corridor.

Taking a tube trip.

- Return to the Dig Site.

Did you see the Drogg enter that gravity tube over there? That was a pretty little trick he did. Looks like you don't need any special gear to get on the highways around here. Something tells me this is going to be fun.

- Ready the alien key.
- Go to the glow-pad with the key in your hand.
- Use the key.

Great ride! You still in one piece?

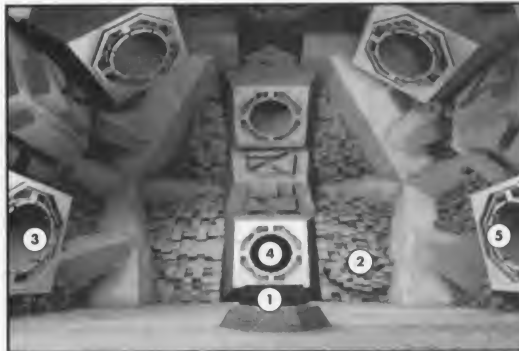
**DIG SITE
CORRIDOR**

HELP

ALIEN CIVILIZATION

Making decisions, choices and little pictures.

TUBEWAY STATION



Tubeway Station

- ① Center Monitor
- ② Wall Monitor
- ③ Tube to Gravity Ring
- ④ Tube to Alien Temple
- ⑤ Tube to Zero-G Room
- ⑥ Tube to Dig Site (Tube Three)



Tubeway Station

I've never heard of any other instance of using anti-grav tubes for transportation. I wonder how extensive this system is? Care to find out?

This looks terribly useful. Let's see if we can figure the system out. We've got the key, so we should have access to anything that still works. What we have to work with seems to be the central device. My guess is that it is the Phyxx equivalent of a control monitor. Since none of these tubes is "on" right now, and we know that the Phyxx Soldier just passed through here, it must be that an outgoing tube is only active on a one-ride basis. Each "passenger" probably enters the destination into the center monitor.

If this place were to be efficient at all, it couldn't be too hard to work. I think we can do this without too much brain-sweat.

- Go to the center monitor.

Center Monitor

Above all the tubes is a symbol. To open a tube, you have to create an identical symbol in the Center Monitor.

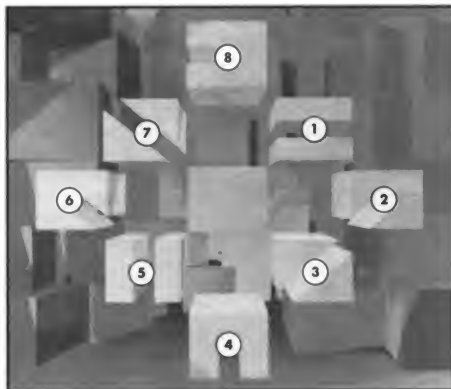
- Build the Y symbol.

That would be 2, 4, 6.

That looks right, anyway. Now we need to let it know that we're finished.

- Press the center design.

My congratulations to whoever designed this system. A straightforward approach to anything is a fairly rare phenomenon. I guess they didn't have committees on this world.



Tubeway Station Center Monitor

- Go to the activated tube.
- Enter the tube. (Enter)

Going in circles, shooting at architecture.

ZERO-G ROOM

Well now, this is interesting. I wonder how the Phyxx manipulated themselves in zero-g chambers like this one. If you can't get close enough to a wall to kick yourself in the direction of the door on the opposite side, there's only one thing left to do.

The Mondites' have discovered certain truths, and one of them applies to this situation. There's no problem so simple or complex that blaster fire can't fix it. Wait until you're in position ...

- Fire away from the door to the Alien City to propel yourself through the exit.



Zero-G Room

- ① To Tubeway Station
- ② To Glass Room

§ This is a good place to SAVE and heal yourself.

Okay, buddy, you better watch where you're going. Remember this place was used by little feather-weights who could manipulate gravity. You're no light-weight. Walk on girders, not on glass.

- Walk forward.



Glass Room

① Safe Zone



Glass Room

The Drogg

Ah! There he is. The Drogg ... the Phyxx Soldier ... whatever, has found some sort of shiny toy. If it's what I think it is, we've got trouble. I'm betting that it's not that reflective because it's highly polished, but because it's made of an energy-reflective material. If that's the case, the gun won't have any sort of effect on it.

- Enter combat mode.
- Fight the Drogg. ((Ctrl)9, (Ctrl)7))

Good job, kid. Either you're getting better at combat, or he hadn't recovered fully from your last battle.

You have to admit, having this guy out for the duration is going to be a nice change of pace. His shiny suit is going to be nice, too.

- Get the Reflector Cube.
- Check your battery.

The Cube

How are you doing on power? I hate to say this, but if you have no energy, and I mean none at all, you've got to go back to the base and pick up a battery (wherever you dropped one).

- Use the Reflector Cube on yourself.

I'm getting very interested in what's behind the force field that is protecting the door. It should be very impressive, if it gets a defense shield that is impervious to time. On the other hand, I suppose the Drogg could have turned it on. Either way, I'm betting his reflective suit gives him a way to step through that force field.

- Go through the door.

Looking for the Alien City Information Desk.

ALIEN CITY PLATFORM

Here we are. Now what should we do? Our best chance is that we might be able to learn something from the monitor.

- Access Monitor One.
- Solve the puzzle.

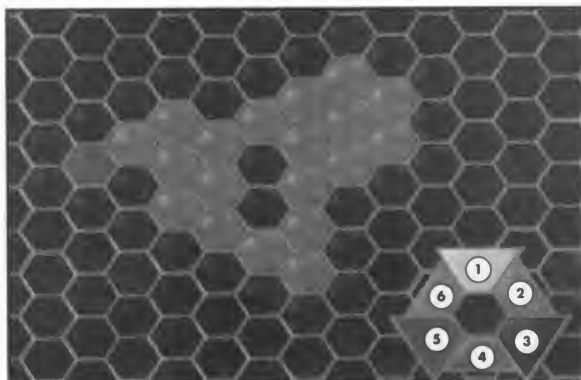
The Monitor

You have to completely fill the gray area with color, one cell at a time — starting with the one northeast of the flashing cell. Each cell you fill must be adjacent to the previous cell you filled. You fill a gray cell with color by hitting the appropriate button on the color wheel. To fill the first cell, hit the northeast button on the color wheel (Green).

*Now, it would be easy if you simply had to hit the color wheel in the direction of the next cell you wanted to fill. What makes it tricky is that every other turn, you have to hit the **opposite** button from the direction you want to go. So if you wanted your second move to fill the cell southeast of the cell that is now green, then you would have to hit the northwest (6) button — Red — on the color wheel.*

Trust me, that's what's going on.

By the way, if you try to fill a non-gray cell, the puzzle resets. Be careful not to paint yourself into a corner.



- ① North
- ② Northeast
- ③ Southeast
- ④ South
- ⑤ Southwest
- ⑥ Northwest

Tubeway Station

One solution for this puzzle is:

Green,	Red,	Purple,
Yellow,	Green,	Purple,
Green,	Red,	Green,
Orange,	Purple,	Blue,
Purple,	Blue,	Purple,
Yellow,	Purple,	Blue,
Orange.		

That was impressive — although not exactly what I was expecting the monitor to do. I would have been happy with just a database, but I think we turned the city on! I've never heard of an underground civilization that existed on this scale. The anti-grav technology that went into this layout is impressive. I'd thought maybe it was all zip trips and shoot tubes. Apparently not.

Hey! We've got a guest! Or maybe it's someone who's peeved about our taking a pretty heavy hand with their public utilities. Maybe it's the Drogg's mother, out for revenge.

? You can protect yourself with a good offense — the proverbial best defense — or wait to hear it out. I recommend listening to what it might have to say.

Either way, remember that alien energy source we've been searching for? I can tell the new guy's got one.

The Battery

- Get the new battery
- Swap batteries.
- Drop the old battery.
- Use the Reflector Cube.

That's exactly what we needed. Now it's just a matter of getting out of here. Now that we know how to get places via the Tubeway Station, we won't have to walk around like peasants anymore.

- Return to the Glass Room.

Heading back to the Tubeway Station.

The reflective suit has been handy, but I wouldn't want to try firing a gun while I'm wearing it. That means turning it off for the moment, because we have to shoot our weapon in order for you to propel yourself out of that zero-g carousel up ahead.

- Take off the suit. (Ready it and press **Enter**)
- Return to the Zero-G room.

CLEARING THE WAY

GLASS ROOM

Getting more practice at vertigo in null gravity.

- Return to the Tubeway Station, again using your gun to propel you into the correct tube.

ZERO-G ROOM



- ① To Tubeway Station
- ② To Glass Room

Zero-G Room

Starting up the alien superhighways.

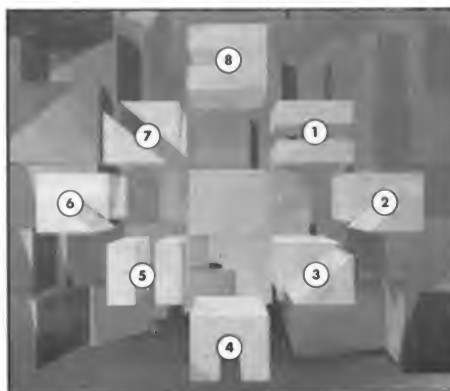
Now we're going places. It's time to explore ... carefully. The problem is that this place is so old, there's no telling if all these tubes work, where they lead or what's in them.

- Go to the center monitor.
- Open up the  tube by building the shape on the monitor.

That's 1 and 6, in other words.

- Enter the  tube.

TUBEWAY STATION



Tubeway Station Center Monitor

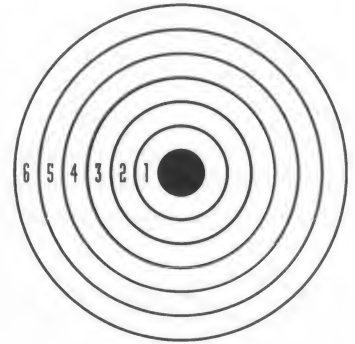
GRAVITY RING

Stomping on triangles, avoiding asteroids and other alien pastimes.

Be careful! This place is full of flying trash. Practice the fine art of dodging — don't let any of it hit you.



Tubeway Station



Actually, the debris might be a good sign. The surface of this moon is covered with rocks just like these. It could mean that this tube is, or was, open to the surface.

- Avoid the flying debris.

1. Have you noticed how the ring display is similar to the rings in the temple? Note how they both have six concentric rings and eight spokes.
2. Stepping on the triangles rotates one or two of the concentric rings in a counter-clockwise direction.
3. One section of each ring is bracketed by light blue bars. You've gotta think that's interesting. If I were you, my first goal would be to match up the light blue bars.
4. Stepping on triangle 1 moves ring 1.
Stepping on triangle 2 moves rings 2 and 5.
Stepping on triangle 3 moves ring 3.
Stepping on triangle 4 moves rings 1 and 4.
Stepping on triangle 5 moves ring 5.
Stepping on triangle 6 moves rings 3 and 6.

In other words, if you step on triangles 1, 4, 4 (again) and 6 when you first enter, you'll clear this tube out in seconds.

I love predictable aliens! We've flushed out the rocks, and, unless I miss my guess, cleared a runway for our escape. Think about it. They couldn't get the Icarus into space — it didn't have enough power. We have the power now, but we don't want to use it all to get off Daedalus. We need all the extra power we can gather to get somewhere on the main shipping lines. So we use an anti-grav tube to help boost our ship up and out of here. This is going to work, kid.

- Exit the gravity ring.

Long distance destruction.

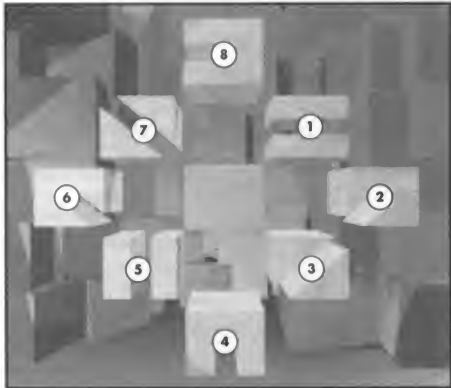
I have an idea that might be the answer to all our problems. It's a long shot, but we don't have too much to lose at the moment. Unfortunately, it will require a lot of backtracking. It'll be a little dangerous, too, but I know that won't slow you down.

What I'm thinking of is simple. The electronic information that I have from Escher's logbook mentions that she has the access number to the operation room monitor. That might give us the information we need to determine who you are. The catch is that, as I said before, I can't read what the access code actually is. You'll have to go get her logbook. I didn't see it when we saw her in the dig site, but I'm sure it must be around somewhere. Around here, you have to pry logbooks out of people's cold, dead fingers. I've never heard of such a literary group of goons in all my existence. I'm not complaining, mind you. It's extraordinarily convenient. Then we get the Icarus and get gone.

5

This is a good place to SAVE.

- Use the monitor to open up the  tube.



Tubeway Station Center Monitor

You've probably got the hang of this now, but that's made by pressing 1, 4, and 6.

Did you notice this monitor the first time we went through here? It shows the Alien Temple. Notice what's in there now?

- Go to the wall monitor.
- Put down your gun.
- Access the wall monitor.

Or I should say, notice who is in there now? They've set guards, and I bet it's because everyone is looking for you. It's nice to know someone cares about you, don't you think? Let's try something, and see if it works.

DISCOVERING YOUR IDENTITY

TUBEWAY STATION



Tubeway Station Wall Monitor

- ① Upper Button (Raises Sphere)
- ② Lower Button (Lowers Sphere)

- Press the upper button.

So far, so good. We're dealing with idiot Mondites. Swat him.

- Press the lower button when the guard looks into the hole.

That was fun. Let's do it again.

- Press the upper button again.

Hey! He threw a grenade. Now that was refreshingly distrustful and violent. He's defined the rules of the game ... so throw it back.

- Pick up the grenade.

⑤ Throw it into the tube.

Another dead guard to clutter up the base. When we get out of here we could rent ourselves out as Mondite exterminators.

- Pick up the gun.
- Go to the — tube.

DIG SITE

Looking for Escher.

- Go to where Escher was.

I knew it! She was too valuable for Mastaba to actually let die. He's taken her and destroyed the airlock/hardsuit machine.

- Get her logbook.

It's all we wanted, anyway.

- Return to the Tubeway Station.



Dig Site Corner

- ① Escher's Logbook
- ② Tube to Tubeway Station

Heading back to the beginning.

Back we go. All the way to the Operating Room. Pity the marines destroyed the airlock.

- Go to the  tube.

- Go out the door to the Beach.

TUBEWAY
STATION

ALIEN TEMPLE

Climbing, zipping and occasionally swearing.

BEACH

- Climb down the blocks to Zip Area Eight.
- Ready the cube.
- Use the cube.
- Go to Zip Area Seven.
- Use the alien cube.
- Climb up the blocks to the walkway.
- Avoid or kill the Marine that comes out of Tube One.
- Go to the ledge.

 This is a good place to SAVE.

Heading back.

LEDGE

I know this guy. You don't have to waste time on him if you don't want to.

- Run past the guard.
- Go to the Landing Platform.

Making headway despite direct fire.

This is going to be another tricky area to get by. There's no doubt that the dropship is going to take potshots at you. The best way to do it is to dodge the blasts. It's trying as much to knock you off the ledge as shoot you. As soon as it fires, stop and step back.

- Run until ship fires, stop, step back.
- Run, stop, step back, etc. until the dropship leaves.

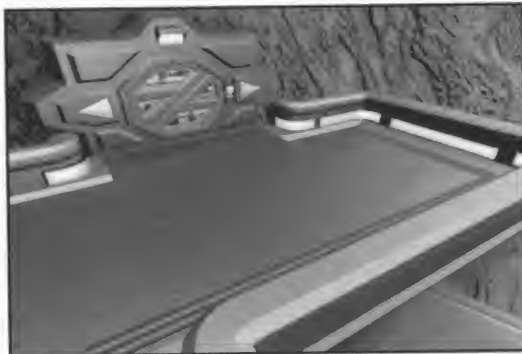
Great! Now we take the easy way up.

- Go to the elevator panel.
- Open the elevator.
- Enter the elevator.

Landing
Platform

LOWER LEVEL

HELP



Airlock into Base

UPPER LEVEL

Pushing buttons and breaking codes.

- Run from the elevator to the airlock.

We need this guy to tell us how to work the airlock panel. I suppose we could try asking nicely, but then when have we ever gotten a courteous reply? At least we know he must have written it in his ever-present logbook. So ...

- Enter combat mode.
- Kill the marine.
- Get his logbook.
- Read the logbook to find what the entrance code looks like.
- Go to the airlock panel.
- Solve the puzzle.

To get back in the airlock, you have to make a pattern of two horizontal lines. Every time you leave the puzzle and reenter, it will change. The solution will stay the same.

I'm going to start from the beginning, even though I'm sure you remember all this from the last time we tackled an airlock.

1, 3, 7 and 9 are corner buttons.

2, 4, 6 and 8 are side buttons.

If we're talking about Button 2:

4 and 6 are adjacent side buttons to 2.

7 and 9 are opposite corner buttons to 2.

If we're talking about Button 1:

6 and 8 are opposite side buttons to 1.

1	2	3
4	5	6
7	8	9

Solution. *To solve this puzzle, the top and bottom rows must be lit, while the middle row is off.*

Now don't glaze over this next part. It's different from the last time.

General principles. Hitting buttons in this puzzle toggles buttons on and off. (If a button is on, toggling it turns it off; if it is off, toggling turns it on.) However, hitting a specific button doesn't always toggle the same buttons — the puzzle also remembers the most recent button you hit, and toggles buttons based on that two-button sequence. For example, hitting Button 5, just after you've hit Button 2, always toggles buttons 5 and 8. (You'll get the hang of it.)

Notation. Therefore, I'm going to be describing two-button combinations. To avoid long descriptions each time, I'm going to say that "(2) 5" means that you should hit Button 5 after hitting Button 2. "(2) 5 => 5, 8" means that if you hit Button 5, after hitting Button 2, then buttons 5 and 8 will toggle.

Now for the logic part.

Three in a line. Hitting two buttons in a line toggles the second button you hit, plus the third button in that line. Like I said before, (2) 5 => 5, 8. Similarly, (5) 2 => 2, 8.

(2) 5 => 5, 8
(5) 2 => 2, 8
(2) 8 => 8, 5
(8) 2 => 2, 5
(8) 5 => 5, 2
etc.

This rule also applies to rows and diagonals:

(1) 2 => 2, 3
(9) 7 => 7, 8
(3) 5 => 5, 7
(1) 9 => 9, 5
etc.

It definitely helps if you practice this on the panel itself.

Same twice. Hitting the same button a second time does something similar — it toggles that button, plus every other button in a three-button row, column or diagonal with it.

(1) 1 => 1, 2, 3, 4, 7, 9 (every button but 6 and 8 — the opposite sides)
(2) 2 => 2, 1, 3, 5, 8
(5) 5 => 5, 1, 2, 3, 4, 6, 7, 8, 9 (every button toggles, since every button is a part of a three-in-line with 5)
etc.

Adjacent sides. Hitting two adjacent sides toggles only the last button hit, since there are no other buttons in line with any two adjacent sides:

(2) 4 => 4
(6) 8 => 8
etc.

Opposite sides and opposite corners. This is the only rule that is a bit odd. Hitting a corner button, then the opposite side, or hitting a side button, then the opposite corner, toggles the second button (as usual), plus the two buttons “between” the ones you hit. Thus:

- (1) 8 => 8, 4, 5
- (1) 6 => 6, 2, 5
- (2) 7 => 7, 4, 5
- (2) 9 => 9, 5, 6

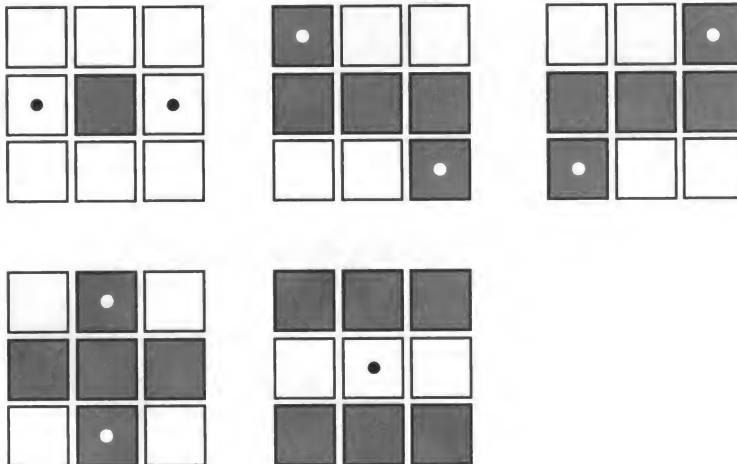
Resetting. Hitting reset replaces the current pattern with another, random pattern. However, the puzzle remembers what button you last hit, so when you next hit a button, it will toggle based on that two-button combination (i.e., resetting doesn’t reset the memory of the last button you hit).

Leaving and returning. The first time you encounter the puzzle, Button 5 is pre-set as the “last button.” Thus, if 2 is the very first button you hit, Buttons 2 and 8 will toggle, as though the sequence were:

- (5) 2 => 2, 8

This is true every time you leave and return to the puzzle — the “last button” before the first button you hit is always Button 5.

Brute force. If you’re still having trouble solving this puzzle, you might try the brute force approach. Open the puzzle and start hitting reset until one of the following patterns appears. (It is important to note that you should not hit any button until one of these patterns appears — if you’ve already hit a button by the time you decide to use the approach, either exit the puzzle and return to it, or press Button 5. This brute force solution assumes that Button 5 was the last button pressed.) Finding one of these patterns might take awhile, but not more than a couple of minutes. When one appears, hit one of the buttons marked with a dot, and the puzzle will be solved.



- Enter the airlock.

Making real progress

You know the way from here to the Operating Room.

- Go to the Basement Corridor.

AIRLOCK

Heading into the base.

- Go around the fire.
- Press the elevator button.

BASEMENT
CORRIDOR

- Go to Level Three.

ELEVATOR

Heading for the Operating Room.

- Run down the hall toward the guard.

I've seen this fellow's practice range scores. He couldn't hit the broad side of a shuttle if he were shooting from the inside. You can run around him if you'd like.

- Go into the Operating Room.

CONTROL
CORRIDOR

Looking for your identity.

- Go to Monitor One.
- Ready Escher's logbook.
- Read her logbook for the access code to the operation room monitor.

Here we go.

OPERATING
ROOM

- Access the monitor.
- Select CASE HISTORIES.
- Select SECURE DATA.
- Enter the code.
- Select exit.
- Select BIODATA.

Monitor

Basically, it shouldn't be hard to figure out which one of these is you. Look for someone who survived and is supposed to be in Cell Three. I also remember that they designated you AP-127, if that helps.

- Select exit.

Let's get out of here. Feel like taking a ride?

- Exit the Operating Room.

LEAVING DRAEDALUS

CONTROL ROOM

Heading for the Icarus

- Go to the Control Room.
- Go to Monitor Two and hit the ICARUS ACCESS button.
- Go to the Hangar.

HANGAR

Taking the last ship off this rock.

- Drop the gun.
- Pick up the battery.
- Swap batteries.
- Go to the front of the Icarus.
- Put the battery in the Icarus. (Spacebar)
- Go to the ladder.

You did good, kid! You know, I can hardly wait to see what our next adventure is going to be like.

OTHER USEFUL DATA

BACKGROUND

YOUR GUIDE

That's me — your faithful native escort. I introduced myself earlier, but just in case you're quivering to know more about me, I'll providing a modest database for your edification. If you need to call me something, you can call me Altron. Personally, I can't think of anyone else who would be speaking to you from inside your head, but names are names. If, by the way, you do start hearing other voices, let me know. It wouldn't be a good thing. Caynan did that just before the last vacuum seal in his brain gave way.

As I was saying, though, I'm the one that's going to get you off this moon. All you have to do is follow my instructions and trust me. I want out of here just as much as you do, and you better believe I know all the ins and outs of this rat-trap.

First I'll explain who I am. Actually, it would probably be better if I explained who I was. My name was Myk Arapos, and I was born about fifty years ago on Kieyok, one of the backwater colonies farthest from Stralea. If you're interested in primitive aesthetics, it's a charming world. We have mountain vistas that overlook shimmering lakes and meadows of lush violet-hued grasses. The air is clean and oxygen-rich, and the soil in the valleys are capable of growing anything you could desire. We were capable of sustaining ourselves without any outside assistance, but we didn't want to. We struggled to produce an economy that would ensure ourselves and future generations a stable place on the Reticulum circuit. That was a waste of time, but we didn't know that. As a matter of fact, we never figured out much at all. We were a nation of stupid people. It's amazing how clearly I can see that now.

Myk didn't know that at the time, of course. He thought we were galaxy-class in every area. After all, we even had universities where packaged lectures from Education Opportunities, Inc. played to audiences of eager students. That's what Myk thought, anyway. The truth was that we were staring at, soaking in and taking notes on a campaign of Mondite recruitment propaganda. It worked like a charm. Today, Kieyok is one of the few worlds where Mondite culture is the accepted norm.

By the time Myk was eighteen, he was ready to conquer the galaxy in the name of the Paragon. He wanted to preach Mondite wisdom, follow their dictates and generally make a mark in the world. What Myk discovered, instead, was that he was so accustomed to Kieyok's oxygen-saturated air, that he would pass out on any other planet if he so much as tried to get out of bed. So he was stuck.

Myk wanted to spread the Mondite cause, but was trapped on an agrarian world where everyone was already a Mondite. That made him nearly frantic — so when they asked if he would like to participate in an experiment in the name of the Paragon, he said yes. Myk was ready to do anything.

The scientists were experimenting with downloading memories and intellect into computer databanks. They were not exactly making headway, but neither were they giving up hope. The current procedure was a destructive process of tracing the electrical network of the brain. I vaguely remember it being incredibly painful. It had never been successful, and usually tended to leave the cortex smoldering. The assistants made jokes about the intricate scorch marks — I wonder if they would have laughed if they had known that, at least in my instance, the procedure was successful. That particular scientist's funding was eventually cut off, and no one ever knew he had done it. Myk's intellect (me) had been separated, but hadn't taken up residence where they had expected. Instead, I'd decided that I'd had about enough of

Mondites. What can I say? Pure intellect doesn't have the same hang-ups as the chemical compositions that spawned them. It didn't take too much scrutiny to see that the Mondites were just a fixation for physical entities.

I began to explore the sparkling, crisp world of the Reticulum's electronic Web. I move in energy currents, sleep during power outages and can leap inside any major matrix with only a barely noticeable power surge. It was when I was nosing through some Mondite data files that my current system was hyper-jacked through to an outgoing ship. It was the *Kasenko*, with a security blackout so strong that I couldn't download off again. Then, of course, the ship landed on Daedalus, was scuttled and rebuilt as the laboratory base. There hasn't been an outgoing energy burst since. I've been trapped here for years. When you leave Daedalus — and believe me, you will — I'll be curled up inside that shiny skull of yours. That makes us partners, don't you think?

Ignorance is dangerous. Doctor Mastaba erased all your memories to ease the transition to existence as a Mondite cyborg. He took more than just the memories of your previous life. He left you as clean as a blank slate. It's one thing not to know who you are — it's something worse not to know where you are and who you're up against. I've created short summaries that might give you an idea of what's going on. I'll put whatever I feel is most pertinent in **bold**, to make it easier to scan for.

THE RETICULUM

Centuries ago, the human homeworld, Stralea, had seemingly insurmountable problems, suffering from over-population, ecological blight and the social strains brought about by the lack of a frontier. These pressures were relieved by the discovery of faster-than-light (FTL) travel, and soon humankind was colonizing planets in nearby star systems.

How's that for history in a nutshell?

These planetary colonies are proud of their self-rule. FTL travel is rare and limited enough to prevent steady and consistent contact between the colonies and the human homeworld. While many of the colonies have been tremendously successful, all but a precious few are still completely dependent upon goods, services and expertise that only the homeworld or other colonies can provide. The amount of trading required to sustain the colonies requires that an organized schedule of regular stops from starships be maintained by an interstellar government. The **human homeworld Stralea** is now the capital of this interstellar government — which is called the **Reticulum** (originally a word meaning a network or web-like pattern of hexagonal cells) — and they are the ones who support the colonies by maintaining a fleet of city-sized starships that run the established trade routes.

The Reticulum skillfully maintains a precariously balanced relationship with the colonies. The Reticulum imposes its will upon the colonies by systematically maintaining them. The colonies, meanwhile, retain their rights of self-determination and continue to grow stronger and more efficient through the benefits of the Reticulum. In the Reticulum there are utopias, dystopias and everything in between. As in any type of human society, there are elements that conflict with each other. In these situations the Reticulum is painfully impartial. At any given moment there is at least one colony engaged in casual warfare against another — and the Reticulum always comes under harsh criticism for not intervening. However, warfare invariably interferes with trading to the point where the combatant worlds must either establish a peace or leave the Reticulum. Either way, the problem is solved as far as the Reticulum is concerned. Should warfare jeopardize trade routes, it is another matter entirely. In such a case, the Reticulum will settle the matter with swift and punitive military precision.

RETICULUM STANDARDS

There are six general standards that any colony must meet to be considered a member in good standing in the Reticulum.

1. Each colony must pay an annual tribute that goes toward maintaining their particular part of the Circuit Reticulum. (While the Reticulum enjoys massive profits, the costs of maintaining its fleet of capital ships and keeping them on schedule are staggering.)
2. Each colony must establish a basic level of law and order. (The Reticulum doesn't want to spend billions of coin to send a starship to your planet only to have people shot in the street by thugs and ruffians as they disembark.)
3. Each colony must provide goods and/or services that contribute to economic development of the Reticulum and its colonies. (The Reticulum has learned through experience if a colony can't compete in the marketplace, then pretty soon it won't be able to pay its bills. Having a planet default on its tribute payments at the wrong time could jeopardize the Reticulum's ability to maintain its schedule — which could endanger the economies of other colonies. The deepest fear of the Reticulum Parliament is just this sort of "Domino Effect.")
4. Each colony must guarantee a basic level of human rights for all of its citizens. (The Reticulum doesn't pretend to stand on any moral high ground as far as this issue is concerned. Through experience it has learned that worlds where human rights are regularly violated tend to make poor trading partners. They are constantly boycotted by other colonies for unfair trading practices, plagued by revolution and unrest, etc. Maintaining basic human rights is good for business.)
5. Each colony must accommodate a base of the Reticulum Guard. (The primary mission of the Reticulum Guard is to safeguard the Circuit. They will not interfere in local disputes unless one side or the other clearly and openly threatens the interests of the Reticulum. They will be the first to lend assistance for humanitarian causes, however. The Guard has a reputation for being exceptionally well trained, motivated and prepared — especially by the standards of a force that is so seldom called into actual operation.)
6. Each colony must elect or appoint, in its own determined fashion, a representative to the Parliament of the Reticulum. (The Parliament of the Reticulum holds about 40% of the power of the human homeworld. The remaining 60% is maintained by the actual government of the Reticulum capital. The Prime Minister exists primarily to raise issues and to act as a tie-breaker in the event that there should be a conflict within the government of the capital.)

These are the only rules a colony must live by. Other than that they can hold court however they wish. Failure to live up to any one of the above rules means that they face expulsion from the Reticulum and the starships stop coming.

NON-RETICULUM COLONIES

There are numerous colonies that exist which are not part of the Reticulum. Mainly these are new or low-population colonies with weak economies. Most of these worlds maintain their existence by trading through a planet that is a part of the Circuit. As you can imagine, the markup on doing business this way is fairly prohibitive. A non-Reticulum colony's only two alternatives are to bring in goods on smaller and expensive privately hired starships or to just do without. There are several collectives made up of numerous non-Reticulum worlds that have banded together to make a go of it — and they do all right. The Reticulum bears them no animosity. But in over four hundred years none of the other collectives has ever really amounted to anything that could seriously effect the *status quo*.

RETICULUM BENEFITS

In addition to transporting goods, people and services, Reticulum Capital Ships also carry data, mail, communications and messages from one system to another. There is no formally established system of "sub-space radio" (instantaneous interplanetary communications) so communications travel only as fast as starships. The Reticulum has recently implemented a series of faster-than-light Courier Drones that travel back and forth between systems. Since these drones travel non-stop they usually reach their destination faster than a Capital Ship carrying the same message would. But there are still many places in the Reticulum that are not set up to launch or receive Carrier Drones. At the moment, this system is in its early stages and it is far from foolproof. It is not unusual to hear that a Carrier Drone was lost and destroyed. Small starships are often used to go from world-to-world — delivering people, messages and packages.

The Reticulum has advanced space exploration and colonization to extreme levels. Communication and transportation cover vast areas, but for practical purposes are not as swift as could be desired. As mentioned before, the laws of the Reticulum are made by the Parliament. The Prime Minister is a highly decorated military man, now a stodgy old piece of crust whose face looks appropriately stern, confident and inspirational as it looks out at you on the paper money — in places where people still use paper money.

EXPANSION PROBLEMS

The only immediate problem that the Reticulum faces is the decreasing number of available worlds on which to establish new colonies. Increasingly, the Reticulum is being forced to extend its Circuit out in longer and longer branches. New colonies are now being established on worlds that were generally considered uninhabitable a few hundred years ago. The cost of doing business on these worlds is higher than was previously acceptable and consequently, the newer colonies turn smaller profits.

SCOUTS AND INTELLIGENCE

Apart from the previously discussed Reticulum Guard, the other service branch in the Reticulum is the **Scouts**. They are explorers for the Reticulum and are constantly in search of new habitable worlds for potential colonies. While traditionally the Scouts have been less honored and revered than the Guard, in recent years they have been coming into their own. It is increasingly obvious that the future of the Reticulum rests with them. Additionally, there is the Ministry of Security. Their job is to gather the raw intelligence required to keep track of what all of the colonies are up to at any given time.

The Reticulum is somewhat stodgy and conservative. It cannot be classified simply as good or evil — it is utterly impartial. If it represents any sort of philosophy, then it would be something along the lines of "the inherent supremacy of individual determination." In the colony worlds, an individual can lose himself completely either within a vast sprawl of human society or outside of it on the frontier.

MONDITES

The **primary political opponents** of the Reticulum are the **Mondites**. The face of the Mondites most commonly visible to the world is that of a disorganized and disassociated "social movement" primarily obsessed with a rapidly ever-changing fashion, a politically correct disdain for the establishment and **an obsessive love of all things technological**. Unlike most movements of this type which usually burn out or dissipate over the course of a generation, the Mondites have continued to survive and thrive for a little over a century. They are loosely organized in a pyramidal fashion.

HIERARCHY

Those at the bottom of the pyramid are mostly dilettantes. (These are merely casual camp followers who would reject the philosophies of their movement were they apparent — and if they ever paid attention to anything but the most superficial aspects of fashion.) The higher one climbs up the pyramid, the more devout the groups of followers become. The obsession with technology develops into a subconscious disdain for all things that are of the flesh. (As a rather extreme example, one of the fads the more devout fringe Mondites may follow is to engage in cannibalism by creating a brainless human clone grown specifically to be slaughtered for food. Mondites will eat reproductions of themselves, friends, lovers, enemies, strangers, even celebrities from whom they've collected cell samples. Not everything the Mondites do is this malevolent and bizarre.)

Even higher up the pyramid we find that the subconscious disdain for the flesh exhibited by low level Mondites is intensified and increasingly overt. Mondites at this level would love nothing more than to download their memory into an android, abandoning their human flesh entirely. Towards the summit of the pyramid, that hatred for the flesh expresses itself in a self-hatred (demonstrated by a tendency for extreme self-mutilation) and **a total lack of empathy for others**, especially non-Mondites. The Mondite "high command" are the arbiters of all the impermanent and disposable culture of the Mondites. Their goals always dictate scientific development and careful observation of every gesture and word made by a figure that we currently refer to as the **Mondite Paragon**. (Currently, the one and only person to hold this title is named **Soolamesh Astradraya Namdangmaren**. He is worshipped and adored.) In this way, the Mondites demonstrate that fine line between fashion and fascism.

GOALS

Ultimately, the Mondites are interested in speeding up the evolutionary process — whether it be culturally, by the accelerated speed of their fads and fashions, or technologically, through their attempts to successfully combine humans and machines. By the Mondite way of thinking, the ultimate achievement of humanity would be for it to transcend itself and become a race of perpetually optimized machine life. The Paragon and his immediate circle see the non-Mondite population of the universe as ultimately nothing but potential **experimental test subjects** to be used to perfect their techniques in genetics, **cybernetics** and dehumanization. This is how the Mondites created you. The **Mondite scientist Doctor Mastaba** conducted most of these cybernetic experiments.

THE MONDITE THREAT

The worlds of the Reticulum are only beginning to see the Mondites for the serious threat that they present. The Mondites are still dismissed by most people because few are aware of the extent to which they are organized. At the core is a tight network of allied and inter-related secret societies. Through these, the Mondites have significant powers in over a dozen worlds within the Reticulum and many more worlds outside the Reticulum's sphere of influence.

Nowhere in the Reticulum is there a world that is completely free from Mondite influence. Even the most overtly Mondite worlds follow the basic requirements of the Reticulum and many are highly prized trading partners. The Mondites are the masters of a new generation of technology, and recent cybernetic advances are among the least of their accomplishments.

The Mondites have developed **nanotechnology** — microscopic machines and robots — that enable them to literally change the face of all the structures on an entire planet in a handful of days. As Mondite fashion and style change, so does the look of every single aspect of a Mondite world. While on a Mondite world, you will notice that vast areas of it seem to be in a perpetual state of deconstruction/reconstruction. One can discover which Mondite worlds are more closely attuned to the fashions and styles attributed to the Mondite Paragon, because they will change first. Other worlds may lag a year or more behind current fashion. The styles extend into every aspect of the environment from clothes and hairstyles to architecture, weaponry and spacecraft. The styles and fashions themselves cover the range from the coldly Spartan and functional to an emulative nature (i.e. spacecraft that look like birds or other creatures) that would seem more appropriate for a pre-space civilization than a world of high technology. The point is that not only do Mondites want to control function, but they seek an absolute domination over form itself. This tendency is a very revealing one given their ultimate goals.

THE PARAGON

The Mondite Paragon (Soolamesh Astradraya Namdangmaren) is essentially a **figurehead**, but his power and significance should not be underestimated. The whims of the Mondite culture are controlled by the subtlest of gestures, movements and activities. His life is spent in constant observation and the interpretations of his day-to-day life have sparked wars, altered the direction of scientific research and changed the face of entire planets. The Mondite upper echelon falsifies, impersonates and falsely reproduces his image to affect public opinion on a regular basis. This absolute absence of privacy and the total **slavish devotion** of his followers has detached Soolamesh Astradraya Namdangmaren from reality for so long that he is quite mad. One of his personal obsessions is to download his brain into a computer for safekeeping.

BRIGANDS

The Mondites are casually aligned with another faction within Reticulum society known as the **Brigands** — a tightly-knit interplanetary community of criminals and thieves who all share a cybernetic/telepathic link through Mondite intervention. There is no doubt to anyone who knows all the facts that the Reticulum and the Mondites are inevitably heading toward a direct and violent conflict.

PHYXX

This world is the moon of a gas giant deep in what is officially unexplored space. It was **discovered thirty-six months ago** by the Mondites, who gave it the name Daedalus. Its original name has long been lost to the ravages of time. Daedalus was once home to an **advanced civilization known as the Phyxx**.

I've gathered data from a variety of sources — not all of which were taken from the Mondite scientists. Once Escher broke the translation barrier, I've been entertaining myself by creating a link (albeit a fragile and tenuous one) with the native technology. It's been interesting, but it gives me the electronic equivalent of a migraine.

There's no electronic equivalent to pain-killers, by the way.

TECHNOLOGY

Phyxx technological development was very different than that of the human race. Phyxx had brains that were much larger and more complex than an average human's. It is likely due to this inherent intellectual superiority that the Phyxx developed a **mastery of two natural forces** — the force of **gravity** and their own **biology** — very early in the development of their civilization. This sent them in technological directions that have no parallel with human civilization. Problems that human technology had to solve — and which sent humans along their own line of development — simply never presented themselves to the Phyxx. For instance, once the Phyxx achieved a measure of control over their planet's graviitic forces all types of transportation were built around it. Consequently, the concept of a "propulsion system" as we know it never occurred to them. Their control over gravity is also reflected in their architecture, which is not beholden to stairs, ramps or elevators. There is no conceptual difference between walls, floors and ceilings.

As the face of Daedalus was being changed by engineers who had developed the basics of gravitational control, Phyxx geneticists were separating their race into **two distinct classes** — a class bred to accelerate their race's intellectual development, and a class designed to perform physical labor and to become soldiers.

GENE CLASSES

Members of the "**leader/learner**" class were kept in lighter-than-normal gravity so that their entire lives could be spent following purely intellectual pursuits. After several centuries, the "leader/learners" had developed their early gravitational technology into a virtual mastery over the force of gravity. The more their gravitational technology negated the need for simple physical strength to perform physical labor, the more the "**worker/soldiers**" were tailored exclusively for combat.

Eventually the worker and soldier technologies combined, and Phyxx were developed that could live, thrive, fight and conquer under the pressure of excessively high gravity. Their very physique was continuously modified until they had almost nothing in common genetically with the "leader/learners." In Phyxx's normal gravity the soldiers were monstrosously strong, with bodies so tough and resilient that they were rocklike and nearly impervious to harm. Conversely, centuries of breeding had created a race of "leader/learners" that could only live under the pressures of normal gravity for very short periods of time. Their heads had become large, bulbous and soft, their limbs long, slender, and spidery, their body too weak to support itself away from an artificially low gravity.

CLASS SEPARATION

The separation between the Learner and Worker classes became so great that eventually each were communicating in different languages. The language of the Learners contained hundreds of thousands of characters (each with multiple meanings) and was written in a series of expanding circles. The language of the Workers was more plebeian, consisting of only a few dozen characters written in columns. Learner and Worker cultures were radically divergent and fiercely exclusive from each other. Eventually the complications resulting from this segregation became intolerable — but it was ultimately irreversible for their society. The two classes had become interdependent but entirely separated. The problem was alleviated somewhat when many Learners and Workers began taking chemicals that changed their genetic composition enough to allow **limited telepathic communication** between them.

CIVILIZATION

Despite the increasing stress caused by the development of these two diverging social classes, they set up several small bases throughout the solar system.

However, as faster-than-light travel seemed unattainable through use of gravitational technology, they believed it to be impossible. The Phyxx were accomplished astronomers and were well aware of the vastness of the universe. They placed crews in suspended animation and sent them to the stars — knowing that the journey would take centuries.

DECLINE

The fall of the Phyxx civilization began with a series of social upheavals. As the various **"leader/learners"** desired to take their civilization into different directions, the more they came into military conflict. It soon became apparent that whoever commanded the most **"worker/soldiers"** ruled the planet. During these wars, the Phyxx moved from floating cities — which proved tragically vulnerable in wars that utilized gravitic force — to underground installations. Tens of millions of the Phyxx died in these conflicts — over half their population. During this period the classes were redefined as **"leaders"** and **"soldiers."**

REVOLUTION

By this time the genetic differences between the Leaders and the Soldiers were so radically pronounced that any racial empathy had completely disappeared. Leaders would send hundreds of Soldiers to their deaths without remorse to settle the slightest of conflicts. After a handful of Leaders held control of the planet for a few hundred years in a particularly violent reign, the Soldiers eventually reached the inevitable decision. Their revolution was extremely quick, virtually bloodless and when it was through the two classes were re-defined as **"leader/soldiers"** and **"learners."** Social injustice was toppled but the doom of the Phyxx civilization was sealed.

And so perished the Phyxx civilization — not with a bang, but with a whimper. Their rise and fall spanned a period no greater than seventy thousand years. (The light that burns twice as bright burns half as long.) The last of the Phyxx, both Learners and **"leader/soldiers,"** knew the end was near and placed themselves into **suspended animation** using technology that had not been touched since the distant days of their flirtation with space exploration. One of the main places where the Phyxx **"went into the dream"** (as it is referred to in their language) is the station that controls the opening of the gravity ring — not far at all from the Mondite laboratory.

DAEDALUS

BASE LOCATION

Several years ago, the **Mondites encountered one of the Phyxx explorer ships** in deep space. (The details of the violent encounter with the revived Phyxx ship's crew can be found in the Control Room monitors, or **Recorded Data**, p. xx.) The Mondites **traced the ship back to its homeworld**. Over the millennia, the long-range side effects of the now uncontrolled Phyxx gravity technology has turned the world's surface barren and nearly lifeless. With a satellite sweep the Mondites made extensive maps of the surface of Daedalus and located a basin at the north pole that they now believe to be an inactive volcano. They discovered archeological ruins there and began excavation. The Mondites still do not realize that they are sitting just outside the station that is the main opening for the Gravity Tunnel. The base the Mondites have established there is highly unusual by normal Mondite standards in that it is exceptionally Spartan. This is because **the base was constructed through the complete cannibalization of the starship** that brought them there. (If you've wondered why the airlocks have ladders on four sides, it's because they were designed as ship airlocks for null-g.) This was done in order to keep the **location of Daedalus a secret**. To establish a fully-equipped base would have required multiple trips by multiple starships. The Mondites inner circle did not want more than a handful of people to actually know the location of Daedalus. The existence of the planet Daedalus is one of the Mondites' most closely guarded secrets. The planet is protected by **three dropships full of space marines** that sit in orbit, ready for trouble. These marines have been dispatched on good faith from a world under the influence of the Mondites.

Taking advantage of the isolation and security of Daedalus, high-level Mondite scientist **Mastaba** has recently relocated another highly sensitive project there. This involves extreme **medical experimentation** towards the creation of controllable artificially enhanced humans to serve as super-efficient private, untraceable assassins for the Mondite movement. Eventually, these experiments came to involve technology that was discovered among the ruins of the Phyxx. You are the first success in these experiments. You awoke after going through nearly the entire process. All that is left is mental conditioning and psychological programming — techniques that the Mondites perfected years ago.

The next supply ship is scheduled to arrive in another eleven weeks.

PHYXX SOLDIER

The **sarcophagi** of dozens of Phyxx have been found in the ruins. All were deep in hibernation save for one that showed signs of revival — labeled the “**Drogg**” by Mastaba. Fearful of the powerful capabilities of a Phyxx Soldier, its sarcophagus was placed in a holding cell in the same cellblock where the rest of the experiments are kept. That had the effect of upsetting the subject in Cell One. Doctor Mastaba ordered you to be prepared for surgery. It was clear he was eager to duplicate his success. You were still unconscious at this time.

That was when the Phyxx Soldier in Cell Two revived and (using a highly tuned sense of direction) started to dig his way out of his cell and back towards the Alien Area. During the course of his escape, the Soldier crossed through the water tank which cools the nuclear reactor. This caused the **reactor to overload**, resulting in **massive systems failure** and an **evacuation of nearly all base personnel** to the first marine ship. Heavy **blast doors** — built to seal and protect the archeological dig in case their activities are discovered by the Reticulum — were closed. This trapped **Doctor Escher** — one of the archeologists who did not make it out to the evac ship in time.

MASTABA

Doctor Mastaba stayed behind with a minimal security force in order to finish the operation on Dane, the test subject from Cell Four. When the security force detected the presence of the Phyxx Soldier — which **holed up in the Reactor Room** — reinforcements from the second marine ship were called in. That’s when you awoke.

RECORDED DATA

Once again, I'll put anything that I consider especially important in **bold** — just because I'm a nice guy.

CAYNAN'S LOG

d1892-1120. I can still hear **Dane** in the other cell. They beat him pretty bad. So bad that they called down from Control and ordered them to stop. I should be treated a little better than that. It's unfitting for any Mondite to die in a place like this. I don't know why I'm writing this down. This log is the only thing I have in my cell besides **the picture**. Pretty. I wish I knew her name.

d1892-1344. I guess I always believed that my former comrades would show me mercy, for I was once one of them. Now I know that the exact opposite is true. They see me as a traitor. While they are very capable of inflicting cruelty on a total stranger, as was I when I was one of them, it was just as likely that they wouldn't. In my case, they specifically seek out some horrible form of revenge for me. I can't be saved by fate or random chance. I wish they'd just get it over with.

d1892-1518. They tell me I am to be turned over to **Mastaba**. He's a butcher, a psychotic. Those goons can gibber all they want. I can see in their eyes that I'm not the only one afraid of him. I refuse to believe it. It has to be some form of psychological torture. They must be reading this. Do you hear me, Mert? I know you are bluffing! Amdant, you pederast! You don't frighten me.

d1892-1700. I am being prepped for surgery. I resisted the shocks and injections as best I could but they won. In a minute they'll be back to take me to the Control Level. I wonder if they're planning to do the same to **Dane**. I wonder how the patient in Cell 3 feels right now.

d1892-1957. They did it. It's over. Is that the worst you can do, Mastaba, you bastard?

d1893-0832. I dreamed I was back home. My parents were still alive. I am exhausted and in pain, but I feel like I can pull through this. I need rest.

d1893-1011. They actually left food for me. I'm not hungry. Too tired to get it anyway. Need more sleep.

d1893-1228. **Somebody rigged one of the Tower bots with an injector** and wired in a med software box. It looks like Eng's work. My own private nurse. If I try to get up it will inject me with who knows what. If I lie down it seems to leave me alone.

d1893-1345. My skull feels like its about to split open. I want to sleep but I can't.

d1893-1423. That damn robot is watching me every second! It won't let me get up.

d1893-1501. Mastaba came by to examine me. He looked upset. Perhaps disappointed. Whatever he tried to do to me must not have taken right. They can't operate on me again. I'm too weak now. It'll kill me.

d1893-1647. Something's wrong. I am hearing a weird trilling noise. It changes pitch from high to low, sometimes in patterns of short bursts and other times in long and constant noise. It's taken me nearly an hour of lying here on this bunk to figure out that it isn't coming from anywhere in the cell. It's in my head!

d1893-1703. My skin itches all over. It's impossible to lie still. I want to peel it off with my fingers. I'm trying to block out the noise and think of something else but I can't. I just want to sleep. Why won't they let me sleep?!

d1893-1857. What did they do to me? The robot won't let me off the bed. I know they're watching me on the monitor. The noise in my head is careening out of control. There's blood all over my fingers from the scratching. Maybe they've invented some terrible new way to die and I am the first one they've ever tried it on. I wish it would just happen right now.

d1893-1935. It's all stopped. It's very quiet. I must rest.

d1894-0247. It is a very bizarre practical joke. That is the only logical explanation. I love the color. **Blue** has always been my favorite.

d1894-0309. I've just read back the entire contents of this journal. I will assume that because I am blue — as is the author from the last entry — that I am the person who wrote it. I may be mistaken about that. I'm not sure.

d1894-0322. Despite the confinement I have to say that I am very much enjoying this situation. Now that the last of my old thoughts and **memories have been erased** from my mind I am finally free to become the person that I originally always was. It is a very liberating concept.

d1894-0345. I saw father again while I was asleep. He wore a red mask. We talked for awhile and he warned me about this fellow Mastaba that I read about in the book. I don't dream about mother anymore.

d1894-0421. Mother fusses over me so. Every time I try to leave my bed she tucks me back in. I wish she'd stop treating me like a child.

d1894-0507. Something terrible has happened. I wanted to go for a walk around the room. Mother said that I should rest. We started arguing and in fit of anger, I killed her. What shall I do now?

d1894-0511. When the guards came I confessed my crime to them. At first they gave me a long look of disbelief, and then they started laughing. I was shocked several times but I was able to make them stop. After they left, I noticed that my food was gone. Perhaps I shall be punished by being starved to death. It is only fitting given the severity of what I have done.

d1894-0529. Fools! When they took the food, they forgot the **fork**! I nearly wept when they returned. Imagine my relief when I saw that they had only come to collect what I kept from that young gentleman's face.

d1894-0613. I know things no one else knows. They think I am mad but I assure you — the fork is the key to my whole world.

d1894-0642. Mother has gone to a better place, and I have my fork. So far my plan has been working perfectly.

d1894-0732. I am making significant progress. I am certain that I have nearly succeeded in convincing several of my guards that they are in fact really lizards. We aren't hitchhiking any more, we're riding!

d1894-0754. The buzzing in my ears has become so loud that I have to scream at the top of my lungs just to hear myself think. Whoever is playing the flute, I wish they'd stop it.

d1894-0759. Dane down the hall is my only friend. The picture he gave me keeps me company. If I ever see him again I really shall have to kill him.

d1894-1245. I think I'm starting to get hungry.

d1894-1337. Now I understand. All along it is I who keep them prisoner. They desperately want to escape here into my world. But they cannot, for I guard them well.

d1894-1428. Something inexplicable is happening. The world is on fast forward. I no longer understand what people say.

d1894-1538. Mind makes sense. No feeling the talk out of my face. Time is now a big round circle of things.

d1894-1612. Chewing when the eyes come. It's so loud these days it's completely dark.

d1894-1646. What surgery made me? Can't think of it.

d1894-1925. Lost either myself or else the whole universe somewhere.

d1894-2222. Hunt the warm.

d1894-2307. Vacuum.

d1895-0034. cfktrdxfcgo;aerg'pīzst;iuxdnpm. dfxptoc'f;hgl

d1895-0329. erpsrtbudghokdy8hdbv lkggpih ;kln;lk

d1895-0333. -no entry-

d1895-0517. -no entry-

d1895-0647. FGCKLOKM C,MB,CLC;NX

END

DANE'S LOGBOOK

ENTRY 1. This is Ensign Martic **Dane**, of the Reticulum Merchant Ship **Stolanoi Agrippus** reporting. I am writing this account in the unlikely event that it should ever find its way into the hands of the proper authorities. No doubt they are watching from the camera in my cell as I write. Fifteen days ago we left **Stralea** bound for Bormag carrying medical supplies. Our trip had been uneventful until we experienced a small electrical fire on one of the subdecks that was quickly extinguished. What we didn't know at the time was that this fire had caused a power surge which traveled through our entire subsystems network and wiped a vital portion of data from our jump calculator. The omission of data was so slight that it was not detected by our redundant systems until after we had already made the jump to hyperspace. The strain placed upon our engines by the improperly calculated jump was so great that it took nearly thirty-six hours to power them down once the jump was underway. It is possible that while in misjump we passed near some sort of spatial singularity which slingshotted us far beyond our normal jump capacity. When we finally returned to normal space we had not only wandered off all charts but we were also critically low on fuel. It is possible — although extremely unlikely — that **RMF Rescue and Recovery** could have calculated our position this far. There were no occupied planets within the range of our detection and our jump driver was rendered inoperable. We set course for the nearest solar system. We subsisted on minimal rations and power, broadcasting a distress signal. After eleven days of boosting our transmission to its maximum there was no response. Then it appeared as if a miracle had occurred — as we neared a gas giant we received confirmation that our distress signal had been picked up. We celebrated, believing help was on the way. The next day we were attacked by two small military type dropships. We did not intend to become the first RMF ship in history to surrender to pirates, so we fought back. The first dropship was destroyed but we lost our weapons and propulsion to a missile barrage from the second one. Seven of the twenty-seven members of our crew died in the battle including Lieutenant Lin Nance. We were dead in the water. It was then that we learned the identity of our attackers — **Mondites**. We were boarded and eleven more members of our crew died in the room by room combat that followed over the next several hours. Among the dead was our Captain Lison Rymerac and our First Officer Findley Smiles. This sad set of circumstances left me in command of the survivors. Two more men died as we attempted to reach the lifeboat. Our only means of escape cut off, and facing a full company of armored marines I gave the order to **surrender**. Three of the men directly disobeyed my order and were subsequently killed by the attackers. During that exchange another man attempting to surrender was also killed. The mercenaries then proceeded to raid a portion of our cargo, took the remaining three of us onto their ship and blew what was left of the **Agrippus** into wreckage. She was seventeen months away from being decommissioned. When I returned from this voyage in three months I was to be married to my fiancée, **Launa**. I don't believe either one of us will be making it.

ENTRY 2. The leader of this base is a man whom I believe to be a surgeon. I have seen him only once, when we were first brought here. He seemed very unconcerned with our presence, like he was preoccupied with something. The base seems to be a strange mixture of digging equipment, medical facilities and

little else. The world we are on is called **Daedalus**. It is certainly beyond the reach of the **Reticulum**. It has probably never even been charted. Apparently, it is run by an independent group of Mondites who are carrying out some sort of **secret operation** here. They obviously saw our accidental presence as a security threat. The only thing I do not understand is why they have left us alive. They must not suspect us of spying because none of us have been questioned. The Reticulum has historically been highly unresponsive to the taking of political prisoners or hostages. I am certain we shall be quite worthless as a bargaining chip. But we must be of some use to them. As seen during the last moments of the Agrippa, simple mercy is not something that is characteristic among Mondites.

ENTRY 3. It is impossible to judge the passage of time here. There is no view of the outside and our lights are kept on constantly. We sleep in shifts at varying times and lengths. It is useless to count them. We have been here for days. Could it be weeks? Today the three of us were escorted under armed guard and taken to some sort of medical center and physically examined. Once all of us were **pronounced "suitable"** we were injected with some sort of chemical compound. In one man — a Cargo Handling Specialist named Klima — it caused a devastating pain which left him writhing on the floor. He just lay there and could not get up, paralyzed with agony. In the other one — Parks, a Systems Maintenance Tech — it caused what must've been horrifying hallucinations. He looked around constantly, sometimes dodging things that weren't there, waving his arms. I just sat there waiting to find out what would happen to me. A strange calm just came over me as I watched the other two go through their internal tortures. After several hours it was over and they took us back to our cells.

ENTRY 4. More tests the same as before. I saw the surgeon again. The Base Leader. He said the other results were inconclusive. Parks begged them not to inject him again. He fought them. I wanted to help him but by then my injection had kicked in. All I could do was sit there passively as they forcibly injected him with the chemicals. This round of hallucinations were evidently more terrifying than the first, though. They had barely left the room when he began shrieking at the top of his lungs. He screamed and screamed until his voice completely broke and then he was reduced to making these low guttural hisses. Klima had long since passed out from the pain, so I was the only one in the room to watch what happened next. I tried speaking to Parks several times but he never once answered me. He just rolled around and around on the floor until I noticed the blood. It wasn't until the disturbance brought the guards back that I saw what had really happened. Parks had clawed out his eyes. He was laughing like an idiot when they took him away. It was the last time I saw him. Parks' cell is now empty. Only Klima and I remain.

ENTRY 5. The leader of the base is a surgeon. His name is **Mastaba**. I demanded to know where Parks was. His only response was, **"In the lake."** The lake? He was utterly undisturbed by the fact that I am a Merchant officer. Or that he has killed crewmen and destroyed a ship of the RMF and interfered with

the Circuit Reticulum. The mercs had read our records. The Reticulum would merely assume that we were lost in the jump. He looked at me from behind the blood red mask he wore — "I have claimed your ship, its crew and their respective remains by rights of salvage. That having been done, you are now my property."

ENTRY 6. The **medical tests** are becoming increasingly torturous now. I was sedated and taken to the medical room. There all I remember is seeing some kind of robot. Then nothing but a dream about **Launa**. Her face, her dress, just like on the night the picture was taken. When I awoke I had been returned to my cell. Only now I feel like my insides have been crushed and I am marked with a series of scars across my midsection. Klima does not respond when I call to him in his cell. Maybe they have him now. No one will tell me what they are doing to us, but I already know. Exploratory surgery. But why? They've tortured us all on a regular basis but they've yet to ask us a single question.

ENTRY 7. I was taken back to the Medical Room, strapped on to the operating table and injected with something that made me increasingly lightheaded. This time **Mastaba** was there in person, only I couldn't see him. I could only hear his voice telling me that this was the last of the preliminary examinations. If I completed this final test I would be ready. He didn't tell me for what. I demanded to know where Klima was. His response was — "He died on that table you're lying on. Now he's with your other friend. In the lake." Before I could say anything I saw the arm of the robot come down over my body. I felt completely detached and unable to move as it began to burn an incision into my stomach. Mastaba stepped forward and reached inside of me. He turned to me and asked "This is just the beginning. I promise you there'll be a lot to see. Would you like to stay awake?" I stared into his eyes for what seemed like hours. "No." I whispered. When I awoke I was back in my cell alone.

ENTRY 8. There is a **new prisoner** in the cell across from me. I cannot see him. He is lying unconscious in his bunk. At first I thought it might be Klima or Parks. Maybe another crewman from the Agrippa had managed to survive. But it wasn't, I have never seen this man before.

ENTRY 9. There is **something very large** being moved into the cell next to mine. **Parks** must really be gone if they are putting his old cell to use. Whatever this thing is, it is enormously heavy judging by the number of people and the equipment they need to move it. Supervising this operation is another Mondite scientist. There is dirt on her uniform, as if she'd been digging. I heard someone call her Doctor **Escher**. Ordering the men for her is the head guard that lurks around this cellblock. His name is **Caynan**. Whatever is going into that other cell certainly sounds like it's a major security problem.

ENTRY 10. Just starting to get my strength back from Doctor **Mastaba's** damned examinations. I saw **Caynan** walking through the cellblock. "What's in that cell?" I asked him. "Just something that'll probably kill us all. Nothing for you to worry about."

ENTRY 11. The man in Cell Three is either still unconscious or he keeps to himself. He does not respond when I call out to him. Over the last few days I've seen **Caynan** walking around here looking increasingly nervous. I try to catch his attention, perhaps speak with him again, but he is all business. Still, there is something different about him. His expression does not have the cold acceptance of the other guards. He is intensely in thought and each movement is a jolt of released tension. How pathetic that my entire existence has been reduced to brief glimpses of people in the outside world. For all I know I am imagining these little things in an attempt to occupy my mind. To save it from the heart-stopping emptiness of imprisonment. I must hold onto the hope that I shall see **Launa** again. For the sake of my sanity, I must hold onto that hope.

ENTRY 12. "The camera is off." said the voice, and I was surprised to see **Caynan** standing outside my cell. "They'll never let you out of here. Never alive, you know that?" I nodded. **Caynan's** eyes stared out into nowhere — "I've seen the things they're finding. More of them everyday. Nightmarish. I mean, I thought what we do here was terrible enough. Do you want to get out?" I was overwhelmed in confusion and disbelief. **Caynan** stared at me and I could see the realization come over him. He was thinking maybe he had made a mistake, that I might try to save my life by turning him in. As an officer and a gentleman I never considered this as an option. When I cleared my head from the shock of what he was saying I managed to give the approximation of a nod. "They say you're a flight officer." **Caynan** said hopefully. "Ensign, RMF." I replied, snapping to attention and saluting him with my Academy best. It was his turn to give me a strange look. "Can you pilot a dropship, like the one you came here on?" I could. "There's a dropship out on the platform. She was brought in on autopilot for maintenance. The crew and marines on board are all in cold storage. You need to understand, we only get one shot at this." My ears strained to hear anyone else that might be listening. "When?" I said. "First we need your new neighbor. He's the chosen one. That's why you're nothing but an autopsy waiting to happen. They won't think twice about killing us, but maybe they'll want him back bad enough, that..." He sounded less than convinced by his own words and I sure didn't know what he was talking about. "Maybe." was all I could manage when he looked at me for a reply. We both laughed nervously. At that strange and uneasy moment we became like old friends. Jailer and prisoner closer than brothers, comrades in arms about to go into battle together maybe for the last time. "My **personal access code number** is #####." he said, "You might be able to use it to get out of a bad spot. But let's hope it never comes down to that." Before I even thought about it I was giving him my last possession — **the picture of Launa**. "Who's this, the wife?" he asked. "Not yet but she will be. You missed that during the search when they brought me here." I could be going home! This absolute miracle was so unlikely and absurd to me that I started giggling like a schoolboy. **Caynan** nodded like he understood and solemnly put the picture away without saying a word. He reached in between the bars of the cell and put something in my hand. Just as he did I heard the doors to the cellblock open and I quickly put it behind my back. Three more guards came into the Cellblock and opened the door to Cell Three. The man inside walked out with guns pointed at

him. Holding a hand in front of his weakened eyes the new man slowly walked out of the Cellblock. The guards followed. As **Caynan** went he looked back at me. He flashed me the sign of five. It wasn't until the cellblock doors closed again that I allowed myself to even notice the reassuring familiar metallic heaviness in my right hand. A blaster. It was fully charged.

ENTRY 13. We failed. I have been recaptured and **Caynan** is also a prisoner here now. The man from Cell Three has been the subject of a monstrous experiment. He is no longer human. I don't know what he is now. For some period of time they have simply been beating me into unconsciousness whenever I show signs of awakening. I suppose they've just gotten tired of it now.

ENTRY 14. Today the guards came for **Caynan**. He fought as best he could but in the end they took him away. No sign of life from Cell Three.

ENTRY 15. Caynan has been jabbering like a lunatic ever since they brought him back. He keeps screaming some conversation with his mother that must be going on inside his head. I can't see into his cell from here.

ENTRY 16. I was awakened by the sound of an explosion in the Cellblock. Two of the guards went to look in on **Caynan**. From what I heard he must have mauled one of them really bad.

ENTRY 17. Caynan continues to get worse. All he does is growl and howl like an animal.

ENTRY 18. The guards have just told me that now it is my turn to be taken back to the Operation Room. This journal has reached an end. No matter what occurs, know that I always loved you, **Launa**. If I should somehow get the chance to write again I wi

MASTABA'S PROJECT NOTES

COMPILED BY MASTABA, Doctor, Acting Base Commander

AFA PROJECT: This project was initiated by the Prime Paragon on d96 (Daedalus Mission Calendar) to develop a prototype **Assassin Fully Augmented**. The typical AFA instrument will be a near perfect physical specimen fitted with a complete range of cybernetics — a walking arsenal that will (once the final stages of development have been completed) be able to mingle undetected and interact in a human-normal population. The AFA series of man devices will fulfill an important role in the advancement of the Mondite movement — carrying out a variety of missions including but not limited to **security, espionage and political assassinations** within and beyond the environment of the Reticulum. This glorious goal heralds the first true steps on our path of self-determined evolution.

The AFA Project will be carried out in four stages.

Stage One involves the successful development of a **fully integrated cybernetic organism**. A desirable AFA candidate will be resistant to prosthetic rejection with a metabolism that can withstand extreme chemical and surgical treatments. Augmentations will endow the subject with extra-human strength, endurance and reaction time. Simultaneously keeping the subjects safe and the installation secure will no doubt present base personnel with numerous unexpected challenges.

A secondary line of research during this stage of the project is to expand upon the previously developed genetic engineering techniques of the RF427 Project as well as the ABA (**Assassin Biologically Augmented**) project. This will benefit both projects immeasurably. It will enable us to develop a more robust candidate through progressive gene-swapping. Elaborate DNA/RNA mapping will alert us to potential candidate deficiencies so that developmental problems can be immediately addressed.

Stage Two will move our candidates through a series of treatments that will **completely wipe their memories**. Currently an experimental surgical technique is being considered for this phase of the project, but it is an extremely delicate procedure. If it leads to the development of unwanted side effects we are equipped to switch to the standard electroshock method. However this is achieved this will no doubt leave subjects in a highly stressed and disoriented state. It is at this point that a subject will be the most dangerous and difficult to control. Various mimetic analog insignia will be implanted and recalled to indicate the level of success achieved in each candidate during this stage. At this stage there may also be additional data implants designed to speed up the candidate's progress through the third stage.

Stage Three involves **relocating candidates** from this base to another installation to participate in a broad-based training program ranging from use of military hardware to Mondite philosophy to covert actions. At this stage candidates will be turned over to the hands of other units.

Stage Four involves the **full physical and electronic camouflage of all prosthetics**, plastic surgery for the purposes of establishing new identities, specialized customization, maintenance and upgrade refitting. Various elements of the camouflage being developed for the AFA project have yet to be fully and successfully implemented. This stage will most likely occur at whatever particular base of operation an instrument is assigned.

If initial operations are successful, Daedalus will become an assembly plant and preliminary staging area for all future AFA candidates, due to its extreme isolation and the fact that its existence is unknown to the Reticulum.

PROGRESS REPORT ONE. I find it somewhat startling that the implications for the advancement of the Mondite movement which are inherent in the AFA Project are not yet recognized. The unification of man and technology represents a liberation from the flesh — a heretofore unattainable state that is central to teachings of the Prime Paragon. I shall demonstrate this more clearly once this project has been taken to its successful conclusion.

PROGRESS REPORT TWO. So far the preparation for creating the first AFA candidates has gone well. Out of 260 potential test subjects we have determined that **13 will be suitable for First Stage implementation**. This is significantly higher than the original estimated figure of two per-cent. As of this writing all non-suitable test subjects have been expended.

PROGRESS REPORT THREE. After a fairly substantial amount of deliberation I have finally decided upon a **suitable form of mimetic analog insignia**. My mother was an **orchestral flutist** and one of my earliest childhood memories is watching her perform. I have programmed the biological operative instructions for several of her favorite pieces into an **RNA-Doppler chip** that will be implanted into all **Stage Two AFA candidates**. That way it will be a fairly easy matter to **determine if subjects have been successfully mindwiped** — they will be able to play the flute.

PROGRESS REPORT FOUR. Today, I have performed the first of the operations. A wondrous new age has begun. I have witnessed the tortur-ous, bloody intercourse of anatomy and machinery, and ministered to the birth of its first generation. As spoke the philosopher: "Here's to the new age of gods and monsters."

PROGRESS REPORT FIVE. So far, much of our work and our designs have functioned as well or better than expected. But **success has eluded us**. There have been physiological complications — many we have not foreseen — but I am confident we can overcome those. There are other difficulties that I find more disturbing. Our subjects have not responded well to the program. Like animals raised in captivity, they go into shock when removed from their cages for the first time. In this case, their cage is the physical limitations of their own bodies. They become savage and animalistic or lapse into a dangerous delusory state. These worthless ungrateful cattle have no understanding of what is happening. They do not appreciate the gift we are bestowing upon them! There is nothing more to be done with them than to move into Stage two as soon as feasibly possible.

PROGRESS REPORT SIX. The mindwipe operation is extremely difficult. I could not successfully complete it on my first two attempts. Since then I have discovered one usual side effect. The mindwipe widens the rift (perhaps temporarily) between the **conscious and the subconscious mind**. This side effect manifests itself in an extreme way — **test subjects become desperate to write things down**. Some even bite at their own fingers to write in blood on the walls. No sooner do they finish writing than they immediately look over what they have written. None of them seem to recognize or remember their own writing. It seems the subconscious mind, now isolated from the sensation, thought and memory of current experience, becomes desperate to **reestablish communication with the conscious mind**. It makes me curious to test the procedure on an illiterate subject. I will include any more observations of this phenomena in further reports. It remains to be seen if the procedure will have any settling effect on the subjects concerning their psychological unbalance.

PROGRESS REPORT SEVEN. After numerous further attempts there has been no progress in overcoming the psychological trauma attached to the procedure. This is something that could not be anticipated. To acquire life above and beyond the flesh is the path toward which all humanity has been striving for centuries. Yet, when that goal appears to be achieved the result is insanity. So far every subject I have operated upon has fallen prey to this malady — which I call '**metamorphosis-induced schizophrenia**', a fear of being changed that manifests itself through a dangerously distorted sense of reality. This condition, while initially psychological, triggers a severe alteration of brain chemistry that has rendered every subject we have worked with completely useless.

PROGRESS REPORT EIGHT. Out of sheer frustration I am shifting over to some of the genetics work. I am putting the surgical assembly of AFA prototypes on hold for the foreseeable future. Search teams have discovered numerous fascinating and unusual animal species living in and around the Mount Sion crater. I doubt that any such work will lead to a solution to the metamorphosis-related schizophrenia problem, but for now I will welcome the opportunity to occupy my mind with a fresh set of problems.

PROGRESS REPORT NINE. We have manufactured a startling variety of curiosities. If only our goal had been to produce a number of original attractions for a carnival then I would feel perfectly confident in declaring our project a success right now.

PROGRESS REPORT TEN. There is a species of insect on this planet, like a carrion beetle, which has a short stubby tail with a stinger on the tip of it. This species is capable of reproducing asexually and normally lays eggs when it has accumulated too many for the capacity of its body. Most of these eggs die because they require a warm dark humid place for them to hatch successfully and there are few places that meet the requirements on the surface of Daedalus. So this beetle locates a victim to sting and injects its eggs under the skin of another living creature. The eggs are provided with a living hatchery that provides the absolute perfect conditions for them to develop and hatch

successfully. While handling the specimens we have acquired, Technician Odon was stung. The eggs are microscopic and completely undetectable — until they grow and they hatch and by then it was too late. Odon had come down with what the others here have called 'Hatching Fever'. The body attempts to kill off the eggs like it was fighting an infection. In fact, it only makes the host body more accommodating. I stayed with Odon through a series of his convulsions. He pleaded with me to help him in such a desperate manner that I found it somewhat difficult to assure him there was nothing I could do. He became loudly vocal in his agony. Odon was shouting about how he wanted to live, about some woman from his past, about all the things he wanted to do with his life. Many of the others could hear him and I was afraid that it might begin to affect the morale of the team. So I opened up the back of his skull and attempted to perform the mindwipe procedure. He was certain to die anyway and I thought it better to learn on Odon instead of potentially damaging one of the AFA candidates. The operation went more smoothly than I thought. At first I was afraid that his agitated immune system might reject the RNA-Doppler chip but such fears proved to be unfounded. Odon was still many hours away from death, and when he awoke, I was delighted to discover that his panic was gone. With virtually no past memories left to relate his experiences to he has no apparent negative reactions to being devoured from the inside out by the carrion beetles. I stayed with him until the end. We were able to watch and experience together the creatures burrowing their way out of his body for what it was — a miracle of birth, in its own way as beautiful as the birth of any human flesh. He died playing the flute. It was a very stirring sonata often played by my mother. Hearing it again after so many years brought tears to my eyes. It wasn't until several hours had passed that I realized I had already come up with the **solution for the metamorphosis related schizophrenia problem**. Perform Stage Two first!

PROGRESS REPORT ELEVEN. Inspired by the progress of an engineer in using Phyxx technology to create a flying vehicle, I am now determined to utilize various other elements of **Phyxx technology** in developing my AFA prototype.

PROGRESS REPORT TWELVE. I know that this will be our **first successful candidate**. Today, it looked into my eyes and I had no words for it. After all, what does one say when one looks into the eyes of his creation? What does one say when one has encountered his evolutionary superior? I must begin again immediately. I only have one potential test subject left, so I must hurry. If all goes well before this day is out I shall have my second success!

PROGRESS REPORT THIRTEEN. A re-animated **Phyxx Soldier** has escaped from the Cellblock. In less than an hour it has single-handedly devastated our base. All surviving personnel are being evacuated. I shall join them, but not before I finish this operation.

ESCHER'S NOTES

FILE APPROPRIATED FROM E. ESCHER/PERSONAL JOURNAL BY A. MASTABA d1895.

The following are the notes of the continuing archeological mission to the ruins of Daedalus, as written by **Doctor Eden Escher**, head archeologist Mount Sion expedition.

d1149. This moon, Daedalus, has never had a molten center, yet our geographic analysis shows massive geological instability enduring a thousand centuries. This is a disappointment. There's no telling what might have been left behind by the civilization that once lived here, and what has now been lost to us for all time.

d1152. Analysis of the satellite data has revealed a **massive underground construction**. two hollow rings beneath this moon's surface encircle the entire planet. One of them runs exactly north to south, the other runs along the equator. Together they look like the rings of a gyroscope. The equatorial ring has been broken in so many places over a period of thousands of years that it has been virtually destroyed. No doubt it has fallen victim to the geological instability of this planet. The **north/south ring** is worn and strained in many places, yet **miraculously it is still intact**. What an astounding achievement! It is truly a marvel of engineering. How tragic that it may be the only remaining legacy of a once great civilization.

d1155. Great news! We have located structural remains with the potential to give us a meaningful look at those who once lived here. a cluster of ruins by an extinct volcano on Daedalus' northern pole. We named it **Mount Sion** in honor of the world where the Mondite Prime Paragon was born.

d1215. Life here on Daedalus is hard. The isolation from the rest of the universe isn't nearly so bad as being constantly in the company of **Mondite zealots**. I went Mondite for the first time back in my **University days**, mostly as a form of intellectual protest. I do not regret it. Within the rigid structure of the Reticulum any form of scientific pursuit is the manacled slave of bureaucracy and economics. If not for the Mondites I wouldn't have this incredible opportunity to actually hold in my hands the remains of a non-human civilization. I want to get started right this instant!

d1354. The expedition has hardly begun and I already feel I may have made a crucial error. After yesterday's officers' meeting, I was pulled into a discussion with Commander Wilm concerning Mondite politics. Everyone here pays closer attention to it than I do, and I went ballistic. How do you have a reasonable discussion with a group of people who are in favor of the imprisonment and mutilation of all those who disagree with them? I don't handle such situations well. They tell me I'm better at dealing with people after they've been dead a few thousand years or so.

d1413. Commander Wilm was killed today in a construction accident. A large flooring section broke free of its support and fell on top of him. He died instantly.

d1600. Now that the hardships of constructing this base are at last behind us, I can turn my full attention towards the thing which has brought us here. The day I saw the sensor data of the Ambassadors I knew that I would have to come here. I have been studying the satellite pictures of the Mount Sion crater for months and I am puzzled. Why construct an entire underground city along the lip of a volcano, extinct or otherwise?

d1632. The acidic lake within the crater continues to confound our exploration. It has necessitated the construction of a crude catwalk to allow us access there. (Previously, one had to scale the crater, march along the rim, and then repel down on the other side! The latter method was proving to be too dangerous, as the winds along the top of the crater can become strong enough to blow a man over the edge.)

d1654. We have encountered an unexpected peril — **a large carnivorous creature that lives in the acid lake**. The thing visits us on a fairly regular basis. It is **attracted to our bright work lights**. Whenever it appears everyone runs for cover and the lights are extinguished. After an hour or so we are finally able to drive it off with small arms fire. None of our weaponry is capable of seriously harming it. Every other day or so it reappears and the procedure repeats. We will have to be constantly on the watch for this thing. It could devour a man in seconds.

d1687. The past thirty days have been a constant vacillation between hope and discouragement. We have been finding many tiny, unidentifiable artifacts — seemingly, decayed machine parts. Today we had our first major success! We uncovered a **sealed chamber** in immaculate condition which may be the key to the entire complex. For lack of a better phrase, we have called it the **Temple**. There is an immense bas relief in the center of it. I believe it guards (or more accurately conceals) an entrance that will grant us access into the heart of the complex. There is a vast amount of writing on the walls of this chamber. That alone should prove to be a find of incalculable value.

d1688. Today we begin maneuvering our heavy equipment into the new chamber. If my suspicions are correct it will be well worth the trouble.

d1697. So far the statue seems to be getting the better of us. Attempts to move it have completely burned out the motor of our portable winch.

d1703. Today we tried to dislodge the statue with the smaller mechanized digging tools. It did not even budge.

d1710. After a week of attempting to dislodge the statue from the floor we have switched tactics and tried burrowing a small tunnel underneath it. Both efforts failed and I am calling off further attempts to get around the statue for now. There is too much artwork and script engraved into the walls to afford damaging the place in our futile attempts. Analysis of the stone density show that we should be able to move it. There is some unknown force protecting this room from our invasion. I have no idea what it could be.

d1713. Mastaba is not happy with the progress we have been making. I promised him that the team would redouble its efforts until we had discovered a way into the ruins.

d1715. Still no progress. Mastaba made some veiled threats about taking over the project personally. If that happens he will simply begin strip-mining this place. I can't let this valuable find come to that! I must do something.

d1717. I looked over the satellite analysis and I have isolated a soft spot inside the crater. We will attempt to drill **our own entrance** into the ruins complex from there. This will no doubt cause some damage to the site, but there just doesn't seem to be any other way in. This goes against everything I was trained to do. I know that historians of the future will no doubt see this as a terrible misstep, and one that led to the loss of untold knowledge. I hope that it is also remembered that I was never given a choice!

d1720. The deed is done. Several artifacts and some wall engravings were destroyed. They tell me that it could have been worse. I know that if I had been relieved of my duties my replacement would not have been nearly as careful as I was. Still, what I have done is a crime. For the first time I feel as if I am no longer a scientist. Merely a looter.

d1724. We have completed construction of our entrance tunnel. I am having an airlock installed there. If possible we will **seal and re-pressurize** portions of the complex area, filling it with our own atmosphere which is less corrosive than that of Daedalus.

d1733. Disaster! As we attempted to dig our way into the complex the roof of the chamber collapsed. The first room has been completely filled with rock and dirt. Three of our diggers were killed.

d1734. We have begun digging out the debris from the chamber. Our plan is to hollow it out and re-support the ceiling. Perhaps something can be saved after all.

d1764. The new ceiling supports to the first dig chamber have been installed. Now we can safely clear out the rest of the debris.

d1795. The preliminary computer analysis of the alien language is complete. So far it has registered more than three quarters of a million alphabetic characters. It is conceivable that translations of this writing could be decades away.

d1824. The first chamber is clear. Only a few artifacts were found here. None were recovered since the accident. We have begun the process of replacing the atmosphere with our own. There is a corridor leading off from this chamber that must be regularly cleared of a particularly nasty variety of **indigenous lifeform** — **vicious creatures** that are somehow lighter than air. Beyond it lies a **massive tomb**. There is also one other passageway leading out from our chamber which so far has proved impassable.

d1845. A **linguistic breakthrough!** Initial character patterns from the computer analysis indicated that there could be writing in more than one language inside the temple. Now pattern categorization and mathematical analysis has backed up this idea. One of these languages has a remarkable statistical consistency and the other is composed of nothing but component replication configurations. There is something else in the temple area. It must have originally had extraordinary significance. A **series of rings** that form an elaborately complex but clearly distinct pattern. It is placed in the center of the room and given such a profound display that I wonder if it might have some religious significance.

d1854. I have turned my full attentions towards the linguistic work. Just the writing on the walls of the temple will provide me with enough to chew on for years.

d1869. Zane, our engineer, has asked to study one of the artifacts recovered in the first dig chamber. He went on and on about the artifact's chemomagnetic and electrogravitational properties and his theory that it was some sort of battery. Against my better judgment I gave it to him and told him to report back frequently.

d1873. That idiot Zane took the artifact and turned it into some sort of toy! I must be a bigger idiot because I am the one who gave it to him! He has created a **small flying craft** using the artifact as a power source to store gravitic energy. Don't they see the value of this race, this culture? They have left so little behind for us to study. Bastardizing the last remains of their civilization is wrong. What is worse, either no one agrees with me about this or no one is brave enough to say so openly. I asked Doctor Mastaba to give me the authority to reposess the battery but he brushed me off in a manner that I found most humiliating.

d1876. Inspired by the progress of Doctor Zane, Mastaba now also wants to use the alien technology in connection with his **ABA project**, whatever that is. Based upon my preliminary examinations of skeletal remains it is my belief that this race once possessed materials and techniques for cybernetics far in advance of anything available to us. Mastaba also appropriated a metallic cylinder that we had found in the dig site. I did not have very long to examine it, but I believe it could have been a powerful weapon of some sort. He told me in no uncertain terms that I was no longer allowed access to the items he and Zane have claimed from the site. When I protested he claimed the situation was merely temporary. I know him too well now to actually believe him, but I do not have the authority to deny him anything. I'm afraid I have made a critical mistake. I thought it would advance the project to bring in someone of Zane's caliber to help study the artifacts.

d1887. In the tomb there is a sarcophagus which contains an **alien that is now registering very faint life signs**. We mustn't let what happened to the Ambassadoria happen to us. I have informed Mastaba and he has ordered that this coffin be moved to the Security Level and placed under 24 hour a day guard.

d1891. For the first time since Mastaba's arrival I have seen just what this ABA project is. There is a **man in cell one who has been turned into some sort of animal**. There is a **man in cell three who has had virtually his entire body replaced by machinery**. I am ashamed to think that somehow I have contributed to these heinous acts. Work from my team's project has been borrowed for this! What can I do? The rape of the archeological site and theft of the artifacts are now merely minor offenses to which I have become accomplice.

d1892. I have attempted to communicate with whoever is occupying cell three. He has been mechanized and mutilated beyond all recognition. Still, there is something about him which seems familiar. Or perhaps I am only sympathizing with his plight. We are both prisoners enslaved by a morally blank ideology which has distorted us into monstrous versions of our former selves. If I could do something to help him, I would. But there is talk that there have already been two others imprisoned or worse for resisting Mastaba's plans. I must watch myself, for I have not been quiet in my objections. If he perceives anyone as a potential enemy in this entire base then it is certainly me.

d1894. There is nothing else for me to do. I am throwing myself into my work. I have made significant progress on translating some of this language. I have learned enough to know the real true name of this race. **They are the Phyx.** Once I finish reprogramming my linguistic computer I'll let the software take a crack at it. I'm worried about what Mastaba will do.

ALIEN TEMPLE TRANSLATIONS

EAST WALL TEXT

The following text is translated from Language One. It has been engraved into the wall and is estimated to be approximately 135,000 years old.

This site is the planetary headquarters for astronomical observation. There is a **gravitational ring** that runs beneath the circumference of the planet. This can be used to accelerate extraplanetary craft to speeds that would enable them to escape our gravitational pull and eventually one day to reach other solar systems.

The following text is translated from Language Two. It has been written onto the wall and is estimated to be approximately 110,000 years old.

//They used to look at the sky and **launch spaceships** from here.//

The following text is translated from Language Two. It has been written onto the wall and is estimated to be approximately 115,000 years old.

//We, the Workers and the Soldiers of the Phyx are denied by our station of knowing many of the ways in which **Gen** made the existence of our race better. But we who are workers and soldiers are of a giving nature, and we say praise be to him anyway.//

The following text has been translated from Language One. It has been engraved into the wall and is estimated to be approximately 135,000 years old.

For safety reasons visitors are instructed to disengage their personal gravity controls while inside the facility. Platforms or other vehicles passing within [no relative distance comparison for translation] of this facility may experience a drastic alteration in their gravitational fields, making them unsafe. Due to the heavier gravitational force Learners must not enter the Soldier development levels once their personal gravity controls have been switched off. Collective meeting and relaxation areas have been provided at variant gravitational levels for your convenience. There is an operational tubeway station here to facilitate travel from one area to another.

The following text is translated from Language Two. It has been written onto the wall and is estimated to be approximately 135,000 years old.

//Turn off your gravity before going in or you will hurt yourself. Do not try flying any kind of ship around here or you could crash. Learners cannot enter areas where we can go without having their low gravity on or it will kill them. Things are lighter in some rooms and heavier in others. You can go to a place where things are as heavy as you want them to be. You can get to other places from here.//

SOUTH WALL TEXT

The following text is translated from Language One. It has been engraved into the wall and is estimated to be approximately 110,000 years old.

Once this place was the sight of Northern City. It was a beautiful paradise that floated above the ground where Leader/Learners and Worker/Soldiers lived and worked together in peace. This was before the Age of Drastic Upheaval. Northern City was destroyed during the Fourteenth Territorial War when the housing of its gravitational reproprocessors was sabotaged. All twenty thousand of its citizens were killed. This was to retaliate against the Leader/Learner Hozg who ordered his Worker/Soldiers to attack Oceanic City over a philosophical conflict with a Leader/Learner there. By the end of the Fourteenth Territorial War 87,000 Soldier/Workers and 11 Leader/Learners were killed. The place known as the Second Northern City was constructed at the place where the Northern City once was, but underground as has become the custom since the Age of Drastic Upheaval. Now that the world population has decreased to such a small number and the wars that threaten to annihilate our people continue, we, the last of the Soldiers and Learners of New Northern City **place ourselves into hibernation**. It is our hope that we shall awaken in a future age where non-violent social order is possible.

The following text is translated from Language Two. It has been written onto the wall and is estimated to be approximately 110,000 years old.

//Northern City used to be in the sky above this place. It was much nicer than this city back during the time before the Leader/Learners became dictatorial. A Leader/Learner from old Oceanic City made it fall down because one of our Leader/Learners sent a bunch of our ancestors to attack him after he said he did not like a piece of artwork our Leader/Learner had made. By the time they had settled their dispute they had sent a whole lot of us to kill each other. A few other Leader/Learners died, but not nearly enough of them. After the time when the Worker/Soldiers decided that Learners could not be Leaders anymore they built a new Northern City here. It is not nearly as nice as the old city because they put it underground. At least no one can make this city fall down. Few people came to live here after it was first completed so lots of the city was turned over to workers who run this place. Now that almost everyone is dead, and most of those who are still alive are trying to kill each other we have decided to **wait it out in the dream**://

WEST WALL TEXT

The following text is translated from Language One, and is estimated to be approximately 135,000 years old.

In building this place we honor a Learner who came before us. A Learner whose thoughts and ideas were more precious than [no relative equivalent for translation] and have left us with a great and mighty foundation to build upon. He was the Second Master Learner whom we know by the name of Vid. It was Vid who revealed the secrets that enabled us to reconstruct our physical bodies. It was Vid who sensibly divided the classes of the Phyx race into Leader/Learner and Worker/Soldier. Guided by the wisdom of Vid, our civilization has achieved an order and a stability that has enabled it to achieve many great things. Thanks to the gifts of Vid the Learner and the Worker both know their respected place and can be content in fulfilling their role in our society. It is the ancient Vid who is entombed beneath the heart of this place, so that his memory will live for now and all time.

The following text is translated from Language Two. It has been written onto the wall and is estimated to be approximately 100,000 years old.

//We, the Soldiers and now the Leaders of the Phyx owe not only our creation but our former position within our society to the Great Learner Vid. After some brief reflection upon our former existence and position, we have decided that it is most unfortunate that Vid has already died. There are many of us who would have considered it a great honor and a pleasure to have personally escorted Great Learner Vid to the realm of death.//

The following text has been translated from language one. It has been engraved into the wall and is estimated to be approximately 110,000 years old.

The Leader/Soldiers who command this facility have instructed me to write this sign in our language. By entering this facility we Learners all automatically assume the following responsibilities:

We Learners cannot disobey the direct order of a Leader/Soldier.

Whenever asked we Learners must explain or facilitate the comprehension of any and all Leader/Soldiers in situations requiring technical knowledge, on demand.

No more than two of us Learners may gather together to speak to each other at any given time.

We Learners are subject to physical and electronic search whenever entering or leaving the facility.

Failure to follow any of these rules may result in punishment by physical beating, incarceration or death depending upon the circumstances.

The following text is translated from language two. It has been written onto the wall and is estimated to be approximately 105,000 years old.

//If you ask a Learner a question and you do not get the answer you want, or if they talk in a way that is hard to understand, or do strange things, or if you feel that you cannot trust them, or if they will not let you look at their things, feel free to do whatever you want to them.//

ALIEN CITY PILLAR TRANSLATIONS

The following text is translated from language one. It has been engraved into the wall and is estimated to be approximately 100,000 years old.

We, the last true members of the Phyxx race leave behind these words for whoever may find them.

At the earliest history of our people life was hard. Survival in the harsh environment of our world was difficult. Many died, and the race that is called the Phyxx would have died out entirely if it were not for the knowledge discovered by the First Great Learner.

The force that is at the heart of our world exerts its hold over us continuously. It forever keeps us in our place and holds all things in the world within our reach. It is this force that the **First Great Learner, whom we know as Gen**, gained mastery over. Transportation and architecture completely changed once the secrets of Gen became common knowledge.

Our race has mastered survival on its harsh homeworld, but we were confronted by a new threat which nearly wiped us out completely. Our bodies themselves seemed to weaken and wear down. Our race was diminishing in number. But the race was saved by the knowledge discovered by the Second Great Learner.

There are chemical compounds that not only make up the raw material substance of life, but also by their combination determine in what form this life will develop. It was these chemical combinations that the Second great Learner, whom we know as Vid, defined and categorized. It was Vid who divided our race into two completely distinctive classes — Learner/Leaders and Worker/Soldiers.

As the ancient Gen was dying, Vid placed him into hibernation where he still remains. Many believe that one day when the Phyxx are again faced with extinction Gen will rise once more and save our race as he did so many years ago.

Vid intentionally ended his own life a number of years later. It is not known why he did this. The offspring of both Gen and Vid carried on in their name for countless generations afterward.

For generation upon generation Learner/Leaders lived lives of no physical effort in floating, gravity free palaces. Their only purpose was to learn, think, and order. For generation upon generation Worker/Soldiers were raised in underground high gravity laboratories under conditions so adverse that many died prematurely. They existed only to work, fight and obey. They lived separately and developed their separate language. The only common words between us were commands and responses. Eventually, the Learner/Leaders developed mind-to-mind communication in an attempt to maintain the link between the two branches of the Phyxx race, but this only had limited success.

Then came the Drastic Upheaval. It was spurred by a political conflict that developed once the Houses of Gen and Vid had finally died out. The Master Learners of the world battled with each other for control. This situation escalated into the Thirty-Six Territorial Wars. Hundreds of thousands of Worker/Soldiers died in battle and dozens of Learner/Leaders were assassinated. The floating cities were destroyed and eventually reestablished underground. Our control of gravity allowed the construction of cities covering every side of great, hollowed out caverns. But despite our technical sophistication the world labored under the control of one Learner/Leader or another, each as bad as the last, for hundreds of generations. Civilization stagnated. Finally, in a swift and virtually bloodless revolution, the old social order changed.

The Worker/Soldiers assumed the title of Soldier/Leaders and Learner/Leaders assumed the title of Learner/Workers. But this new order of class equality was ultimately much less efficient than the old one. The Soldiers/Leaders knew nothing of the technology that sustained our race, and they obsessed over territory and war. Generations of their leadership drove our civilization. Finally, the day came when their order stopped and anarchy took over.

The last of the old Workers and Learners now scavenge across the surface of the world looking to collect the remaining pieces of their civilization, thieving and killing as they go. They are animals, savages and we no longer consider them to be a part of our race. We of the Northern City have fended them off for one hundred generations. We no longer have anything left that they could want. We are placing ourselves in hibernation using the facilities left behind from the days when the Gravity Ring was built. When Gen returns he shall awaken us and guide us to a new age.

Dren

Soldier/Leader

Nask

Architect and Scientist

Borm

Learner/Worker

FREEZER OCCUPANTS

OCCUPANT: Engineered species prototype.

SPECIES: Cyberaptor.

ORIGIN: Cloning, genetic alteration and accelerated cell growth of the DNA from a species of reptile found on the northern plains of this planet. This initial organism was combined with a full package of cybernetic enhancements.

PROJECT: ABA offshoot.

ORDERED BY: DR. A. MASTABA

NOTES: The Cyberaptor is being kept frozen because it is too difficult to control. It killed and ate Guards #74927 Tavish and #68304 Mobarik when its daily feeding was late. It also succeeded in breaking free on one occasion when it killed and ate another experimental test subject — a regenerative plant creature. Despite a substantial quantity of plant matter continuing to regenerate itself inside its digestive tract (thereby sating its hunger) the Cyberaptor still exhibited violent and aggressive behavior. It apparently kills not merely for food, but for the simple visceral experience of killing.

SPECIAL INSTRUCTIONS: The Cyberaptor should be kept in cold storage until such time as the base is equipped with adequate facilities to study it properly.

OCCUPANT: This test subject was originally a biologist who was the recipient of numerous brain implants. Tissue type tests suggested he would be compatible with cybernetics.

SPECIES: Human.

ORIGIN: Classified.

PROJECT: ABA Project.

ORDERED BY: Dr. A. Mastaba

NOTES: After having all four limbs removed subject underwent cellular alterations in order to prevent prosthetic rejection. A mutation resulted, leaving him covered in tumor-like growths. Experiment aborted before prosthetic implanted. Subject has been lobotomized.

SPECIAL INSTRUCTIONS: Subject is to be kept frozen until such time as its tissue type needs to be compared to that of a possible reoccurrence of the mutation in another experimental subject.

OCCUPANT: The last occupant of this freezer unit has thawed and escaped.
Engineered species prototype.

SPECIES: *Daedalus Sapiens*. A carrion eater.

ORIGIN: Cloning, genetic alteration and accelerated cell growth of the DNA from a species of insect found on the southern hemisphere of this planet combined with human DNA.

PROJECT: ABA offshoot.

ORDERED BY: Dr. A. Mastaba.

NOTES: Of three originally created this is the last remaining one. This experiment was declared a failure because it has a heavy aversion to bright light. Also, it is always voraciously hungry. The metabolism of this subject is quite astounding. It processes food at a rapid pace and the full limits of its growth potential have not yet been reached. One curious aspect of this organism is its reproductive system. It is not only capable of reproducing very rapidly, but also through asexual means. Within less than forty-eight hours time the three original subjects had become nineteen. Once again we succeeded in producing a specimen that proved to overwhelm the facilities of the installation and it shall be left to another time and place before it can be studied further.

SPECIAL INSTRUCTIONS: Subject should remain in cold storage.

OCCUPANT: A genetic hybrid of a previously unclassified species.

SPECIES: An insectoid creature.

ORIGIN: *Daedalus*.

PROJECT: ABA Project.

ORDERED BY: Dr. A. Mastaba.

NOTES: The subject's skin is coated with a highly potent toxin. Although many animal species of *Daedalus* appear to be immune, toxin is lethal to all humans exposed to it within seconds. Subject's blood contains a heavier concentration of this toxin. It also spits toxin to defend itself. Subject terminated.

SPECIAL INSTRUCTIONS: Keep subject frozen and avoid handling at all costs.

ICARUS

SPECIAL PROJECT REPORT

This is the prototype for a **one-man assault fighter** craft. It utilizes the hullsteel reinforced chassis of an 8700mc Retro Motors Dragonfly XL hovercycle. It is powered by a customized variant of a graviton absorbent/reflexive engine as utilized by the native civilization of Daedalus. This particular craft is also outfitted with a completely airtight, pressurized, wind and heat resistant enclosed canopy. The standard omnirotational pinion thruster system utilized for directional guidance by the Dragonfly has been augmented with a starship-capable velocity dampener and circumulator — albeit down-sized and radically rebuilt. It has a cruising speed many times the speed of sound. So far it has never been flown at its absolute maximum top speed. The craft was designed and constructed by Doctor Durrell Zane, base engineer. Our test pilot is Captain Perry Gavin of security section.

ONE MAN FIGHTER FLIGHT LOG

compiled by Durrell Zane

TEST FLIGHT ONE: The **initial test flight** of the One Man Assault Fighter was a fly-around along the interior of the Mount Sion crater. It lasted 8.1 seconds. Afterwards, our test pilot reported a sluggishness in the pitch and roll of the aircraft.

TEST FLIGHT TWO: After moving the alignment of the tilt directional stabilizers to full forward, it was decided the second test run would see how well the problem had been corrected. The pilot ran the craft through a series of shimmies, rolls and aerial sideways skids. After fifteen minutes, it was judged that the problem had been corrected. The flight continued for another seventeen minutes. At one moment the craft broke out over the top of the Mount Sion crater and swung back down into it. According to our orders, we were not to stray from the crater but our test pilot's enthusiasm must've gotten the better of him. He was severely reprimanded by Base Control.

TEST FLIGHT THREE: After fitting the craft with an early version of its canopy, it was time to do some speed tests. At Mach .4, the canopy tore itself off. Miraculously, the pilot was able to stay onboard the craft and safely slow it down. At this point, the remainder of the flight was called off. The pilot reported that **he had not even revved the engine up to one quarter of its full power.**

TEST FLIGHT FOUR: This time, a specialized wind-resistant, airtight and pressurized version of the canopy was installed. During this test flight the canopy held. The pilot demonstrated that the craft is **capable of achieving a speed many times the speed of sound.** Its exact top speed was not detected because of a **guidance problem.** At high speed, a massive vibration shook through the chassis of the vehicle and it hopelessly distorted the instrumentation readings. Based upon observations and examinations of the craft, it was postulated that it could reach escape velocity.

TEST FLIGHT FIVE: After the previous flight, the secondary velocity dampener and circulator of the Kasenko were stripped down and installed into the craft and all of its instrumentation was hard calibrated. The exterior canopy was again reinforced and made heat resistant. During this test flight, the pilot attempted to perform a **full vertical take off**. The objective of the flight was to measure the functional ceiling of the craft. The one-man assault fighter was completely out of sight within a few seconds of take-off. Twenty-eight minutes later the craft returned. The pilot reported that he got disoriented once he **"completely lost planetface up there"** and returned to the base. Instrumentation confirmed the craft was completely **beyond the outer atmosphere** of Daedalus, but **not at stable orbital distance**. The pilot took more than three times the duration of the ascent in returning to the surface of Daedalus. Heat resistance of the craft is one of the things which has not been severely tested yet.

TEST FLIGHT SIX: The craft was prepped for its first orbital test flight. Once aware of the astounding capabilities of its power source, we were anxious to see if its limitations were as boundless as our imagination. Our test pilot hardsuited up and climbed aboard the vehicle. The craft would be out of radio contact for roughly half of the flight, so we knew this was a big risk we were taking. If something were to go wrong on the other side of Daedalus, we were not equipped for a rescue or recovery mission of any sort. We cheered as we watched her take off and speed out of sight. Eight minutes later, we received the radio signal we had feared — the vehicle was malfunctioning. Despite our calculations, it **did not have the power to achieve orbit**. Something was preventing it from achieving stable orbit. At that point, communications with the ship were broken. Minutes later, there was a light in the sky like the fiery tail of a comet. It was headed straight for the Mount Sion crater. No one knows how the pilot got the craft onto the landing platform. The sickening echo of it slamming into the metal rung on for long minutes afterward. It finally faded as the flames were extinguished. Then a noise rose up from the clouds of exhaust — the sound of the servo-mechanism opening the canopy. Our test pilot removed his helmet and issued this report: "Damn, that is one sweet ride." Remarkably, the craft came out of it almost as well as our test pilot. The structural damage was all fairly superficial, most of the other secondary repair work has already been completed. The **only problem remains the battery powering the engine has either been completely drained or more likely discharged** when the electrical system aboard the craft became superheated during re-entry. Until we somehow **obtain a new one** — highly unlikely seeing the first was a more than one hundred thousand year old archeological find — the one-man assault fighter project remains permanently grounded.

MISSION CALENDAR

[The following dates are recorded according to the Daedalus Mission Calendar. Entries are posted by Commander Wilm.]

dO. The **Ambassadoria** encounters an alien spacecraft:

Excerpts from the ship's log of the Ambassadoria

"...This is Captain Strom of the Ambassadoria. We are 21 days out of Stralea, en route to New Freedom's Port. Today while scanning some debris **we came across something with a sensor signature very much like a spacecraft**. It had no identification beacon and there are no records of any ships lost in this area. It resembles nothing that can be found in the Spotter's Guide but our computer insists that it is a ship. We are changing course to investigate..."

"...At first we thought that this ship was nothing but a meteorite because its surface has become coated with so much dust and debris. This is definitely the **remains of a ship** but unlike anything we — or anyone — has ever seen. It seemingly has **no propulsion system**, or perhaps it is a propulsion system unlike anything we have. I can only assume that this craft has been produced by an advanced civilization that has never before been encountered. I have assembled a boarding party and we are going aboard."

"...**This ship is an ancient tomb** in space for eight non-human passengers who have been out here for an estimated **one hundred thousand years**. A preliminary analysis seems to indicate that the craft itself is **powered by some manner of gravitic drive**. It is completely unlike any technology possessed by the Reticulum. On request from my medical officer we are taking a dead alien specimen aboard for examination..."

"...This **alien creature** looks like a big marble statue. Our medical officer has removed it from its coffin. Remarkably, it is **exhibiting signs of life!**..."

"Many of the crew are dead. This thing tears its way through the structure of the ship the way a mole digs through dirt. **Nothing can stop it**. Already most of the prime systems have been knocked out. So far everyone who has encountered this thing has been murdered by it. The ship is inoperative and immobile. We have sent a distress signal. But I know that even if it is heard, help cannot reach us in time. The others all realize it, but we don't dare to say it out loud. The truth is that we are all dead men..."

"...Only a handful of us left. There is no other option but to take to the lifeboat and destroy the ship..."

"...The lifeboat has been sabotaged. I am the last one left alive. When I finish this I will jettison the Black Box and then do what must be done. Every last member of my crew behaved heroically in the face of this danger and conducted themselves befitting the highest commendations of the Reticulum. Let it be known that I accept the sole responsibility for this terrible disaster. This is Captain Strom of the Ambassadoria signing off for the final time."

[Self-destruct mechanism activated: both ships destroyed]

d42. Mondite ships intercept the Ambassadoria distress signal. As they approach the signal's point of origin the signal is jammed and distorted, insuring that it will be heard by no one else.

d44. The destroyed hulk of the **Ambassadoria**, and the **Phyxx spacecraft are discovered.**

d45-d351. The spacecraft, alien specimen and forensics are examined. Black Box intercepted.

d352-d895. The calculations of **location of Phyxx homeworld** and astronomical corroboration are established.

d896. The **Prime Paragon orders a covert expedition** to the alien homeworld. He christens it Daedalus.

d897-d1018. Mondites acquire and outfit a special mission customized long range jump freighter, the "Kasenko."

d1019. The Kasenko launches, bound for Daedalus.

d1143. Kasenko arrives in the Daedalus system. Establishes orbit around Daedalus, launches cartographic satellite.

d1145-d1148. Cartographic satellite charts surface of Daedalus. The surface of the planet is barren, completely absent of any evidence of an alien civilization. Base team specialists awakened from cryosleep.

d1149-d1155. Computer analysis of Daedalus surface charts. Numerous potential archeological sites exist beneath the planet's surface. The most promising of these is named Mount Sion. First team prepares.

d1156. Base camp established on the rim of the **Mount Sion crater** at the north pole of Daedalus.

d1157-d1177. Deployment of equipment and personnel, establishment of preliminary shelters.

d1178. The Kasenko successfully performs a calculated hard landing inside the Mount Sion crater.

d1179-d1268. The **superstructure of the Kasenko is dismantled** so that the base can be constructed from its raw materials.

d1269. Ground is broken to establish the building of the formal base within the side of the Mount Sion crater.

d1270-d1359. Preliminary excavation of the base interior is completed.

d1360-d1412. Further construction is delayed when the level of the **acid lake** inside the crater inexplicably starts to rise. After cresting, the lake level holds steady although it has engulfed over 95 percent of the available land mass inside the crater.

d1413. Commander Wilm, leader of the First Team, dies in a construction accident.

[The following entries are posted by Security Officer Caynan.]

d1414-d1540. Miraculously, the construction of the base is completed although it is more than 100 days behind the original mission schedule.

d1541-d1600. Preliminary archeological work begun. The mouth of the **alien necropolis** is discovered. This work is supervised by the leader of the second team, Doctor Escher.

d1616. The support ship Vaseria arrives in the Daedalus system. It brings new equipment and supplies, two marine dropships to provide security, and the new base commander — **Doctor Amet Mastaba**.

d1631. Doctor Mastaba begins conducting research for the **ABA project**.

d1687. A large statue is discovered blocking the passageway inside the mouth of the alien necropolis.

d1688-d1702. Numerous attempts are made to move or bypass the statue. All fail.

d1703-d1733. A separate entrance is drilled into the alien necropolis.

d1734-d1824. The first interior chamber of the alien necropolis is excavated.

d1825-d1886. Analysis of initial ABA test subjects begins.

d1887. An alien specimen that shows signs of life is transferred from the dig site to the cellblock of the Security Level in the base.

[All further entries posted by Technical Officer Amdant.]

d1893. First successful ABA project prototype created. **Security Officer Caynan and Prisoner Dane** captured in an attempt to hijack a dropship from the landing platform.

d1895. **Alien specimen escapes from cellblock.** Class 3 **Reactor Alert** declared. Base evacuated.

PARAGON

The following is the 1985th installment of a 9000 day collection of the wisdom of the Third Mondite Prime Paragon, Soolamesh Astradraya Namdangmaren. The Prime Paragon is the living embodiment of the Mondite ideal. Soolamesh Astradraya Namdangmaren lives a life of seclusion where he devotes all of his time to meditation and ponders the ever-deepening riddle of human and technological existence. The thoughts and actions of the Prime Paragon are always being continuously recorded and distributed wherever human societies exist so that his followers may benefit from his unique and enlightening insight. This catalogue of the words of the Prime Paragon provides a daily thoughtful observation.

d1861. Many years ago I saw the vision. It was clear and so real that its power obliterated everything else before my eyes. It began with one great ring. Somehow I knew that this ring represented all of human life, as it now exists, or up until recently existed. Then another great ring appeared above it. It represented a perfect that was so permanent and absolute that there was no imaginable human equivalent. It wasn't a static form of perfection, but one that was eternally improving and expanding — a perfection found only in machinery, which is continuously being upgraded, modified and perfected. Just looking at the image of these two rings, I could tell that there was something missing. Something else needed to be added to complete the picture. Before my mind even grasped the comprehension of it, a third ring appeared — a circle that came from the center, that entwined and connected the other two circles together. The truth of it burned as bright as the sun. From that central circle the Mondite movement was born.

d1862. Before the beginning there was nothing, and then from nothing came substance. But this substance was without value or meaning. Then came the true beginning. After the true beginning there was life. And this life was microscopic, and it was fragile and it was temporary. But it was this life that prospered, because it was good enough. Then came the endless time of the change, and from this change we emerged. And we gave meaning and value to the substance that is the universe, and as we gave the universe meaning and value we did change it just as it changed us. And when we did notice this change within ourselves we named it Evolution, and saw that it was good. And with those changes came computers and machines. Soon computers and machines began to advance in an evolution all their own, only at a much faster pace. Then came the Mondites, and with them came a new beginning. For in this new age the force of Evolution alone is not enough. It is wielded like a weapon aimed directly at ourselves. And must be as fast as a computer, and as sure as any mechanized machinery. So the Mondites called forth the Prime Paragon. And the people heard the words of the Mondites, and they saw that the Mondites were good.

d1864. In the future all those who are not augmented will be nothing.

d1865. Political expediency must never be allowed to stand in the way of evolution. That also includes those who would do so in the name of alleged morality. Those who stand in the way of evolution in the name of morality are the most immoral of all. For slowing the progress of human evolution harms the entire human race.

d1866. All people feel an impulse for self-improvement. It is based upon and very closely related to the hidden deeply rooted impulse they have for self-destruction. Everyone desperately longs for obliteration to be followed by a re-creation in a new form. If this were a perfect world all of us — every one of us — would be replaced.

d1867. It is good for an individual to be cultured. In the past this was achieved by traveling to many places, but today that is no longer enough. Culture is really just the accumulation of fashion. So fashion must be accelerated to its absolute maximum speed, so that even without traveling people are exposed to absolutely as much culture as they can endure.

d1870. The Reticulum is a failed system because it is primarily interested in profit and is oblivious to the ultimate measurement of success — the eternal climb of evolution. Their petty obsessions hold them back while the rest of us continue to grow beyond them. One day soon they will be obsolete.

d1872. For a long, long time evolution was a force in the universe that pointed the way as lowly lifeforms stumbled blindly towards it, not even particularly aware of it or where they were headed. Look how far life in this universe has come since then! Now we not only have a certain extent of control over how fast we go, but we can decide where we are going as far as evolution is concerned. We must decide, for in fact if we fail to choose a destination at this point we will only stumble back to that dim place from whence we came.

d1873. Flesh is the source of all corruption. Look at how much misery is brought into the world due to its limitations. Flesh is corrupt because it can die. The only possible resolution for flesh is death. To advance beyond where we have come we must reject the flesh. We must choose an alternative. The flesh must be transcended.

d1874. Style, it has been said, is the struggle of form versus function. Machinists only follow function. Form, they say, follows function — as if one were to control function they would automatically be the master of form. This is only a limitation in their thinking. One must achieve total control over both form and function specifically in order to create anything of real worth or meaning. This is truly style.

d1875. I no longer eat anything that has been organically grown.

d1876. One must begin by doubting every statement. One must find a way of subjecting every statement to the test of experiment. One must continuously

determine whether or not a statement or action serves the advancement of human evolution. We must do these things because we are evolutionary harbingers.

d1877. We live in a society that has unnaturally prejudiced esthetics. In art, living things are almost always the preferred subject of choice. What of machines and artificial creations? To create a portrait of an engine or to engineer the pathways of an algorithm would be seen as something highly original or deliberately unusual. But it is not. The assertion merely displays a set of standards that are out of balance.

d1879. I make this following request to anyone who has read or heard my words — if you should ever encounter me in person I sincerely ask that you kill me. I now thank you in advance. This is a trick, you say? Very well. I shall explain it to you. If you are ever successful in killing me then you shall discover that who you have killed was never really me at all. Should you ever try to actually kill that person who is really me — the person whose words you are reading right now — you will discover that he is unkillable. Of course I must inform you that death is the penalty for actually attempting to kill me and failing.

d1880. The Reticulum reveals itself to be de-evolutionary when it attempts to restrict the culture of the Mondites. The Reticulum pretends that it favors all cultures equally, but it denies the natural superiority of Mondite culture, therefore defiling all cultures that would benefit through the emulation of Mondite culture or the absorbing into Mondite culture. The Reticulum is anti-culture and celebrates the total absence of culture.

d1881. A dedicated follower of fashion is the only sort of individual that is truly socially aware.

d1882. The ultimate purpose to which nanotechnology can be applied is the continuous reconstruction of our bodies and surrounding environment. That way we can live in a space that is perpetually being redefined moment by moment, as rapidly as the shifts in our mood or focus of concentration. Every thought and every emotion can exist in its own unique physical environment. Our bodies themselves will become the exterior manifestations of our inner selves.

d1883. Life would be much less complicated if all food was one same unique color.

d1884. For a long time I have noticed how much better people tend to relate to computers than they do with other individuals. All of the people who I have ever met that have lost limbs or had limbs replaced with cybernetics are more satisfied with their replacements than they were with their original bodies. The human animal is naturally a symbiote living in harmony with the machines it creates. The closer the unity between these two things, the more improved the existence of both.

d1885. Computers communicate with each other in a more efficient manner than human beings do. People communicate to a certain point and past that invent elaborate mechanisms that allow them to safely exist despite not communicating with each other. If I instructed you to forget something, you would probably not be able to do it, would you?

d1886. The highest form of philosophy is mathematics.

d1889. Something that I very much enjoy is the clothing, architecture, poetry, literature and music of the Second Morathean Era as it was represented on the southern hemisphere of Stralea.

d1890. As of this writing five thousand eight hundred and thirteen Mondites have been arrested and charged with criminal activity throughout the Reticulum. Nine hundred and seventy five of them were convicted. This is a percentage of sixteen percent. As of this writing throughout history one hundred members of the Parliament of the Reticulum were at one time or another formally charged with illegal activities. All one hundred eventually stepped down and ninety-three of them were found guilty in a court of law. This is a percentage of ninety-three percent.

d1891. In attempting anything one must always remember to perform three basic actions. prepare one's self to receive transmission, establish the connection to one's power source, and transcend conventional reality.

d1893. How dangerous that we place so much emphasis on body language and facial expression, and that we depend on it to such an extent to convey so much information. It is a carryover from basic animal behavior and it is highly inefficient.

d1894. Fashion is fascism in its ultimate, and most benevolent, form. Don't the followers of fashion feel superior to those who are not? Don't the followers of fashion exclude those with inferior fashion sense from their social order? Don't the followers of fashion place the mark of shame upon those all who are not, merely by wearing their uniforms, making both groups easily recognizable? Isn't the ultimate goal of the followers of fashion to obliterate the culture of all those who are not and replace it with their own. Fashion is the most immediate and ultimately the most powerful force of social evolution. It must be openly embraced for social evolution to prosper.

d1895. Absence of evidence is not evidence of absence.

REPAIR LOG, 01888-01894

REPAIR LOG:

On Duty:

Zane

d1888-0718. Finished rebuilding motor for digging machine. Replaced depth probe on sensor unit.

d1888-1143. Repaired and reinstalled capacitor for handsuit machine.

d1888-1425. Readjusted the collision detector to robot #113 to a setting that will enable it to be utilized up in the Tower without banging into the glass walls.

d1890-2204. The one-man assault fighter prototype got wrecked on its last flight. I'm attempting to repair the structural and systems damage in between handling my other duties.

d1891-0343. Cleaning up the outer fuselage of the one-man assault fighter.

d1892-1240. The hullsteel reinforced chassis held up better than I had expected. It is more than capable of withstanding the re-entry heat for a vehicle with such a small amount of mass.

d1893-2011. I need to run some tests on the battery. I'm scrapping all of the subsystems and replacing them with new from the stock.

d1894-0937. Subsystems restored. But the battery has been rendered useless. It needs to hold a charge of at least 375 kilounits of electrical energy and it is no longer capable of that. These batteries need to be charged from a very clean, pure power source. We cannot recharge this battery here without simply damaging it further. Unfortunately, the only remaining batteries do not have a sufficient level of energy to power the vehicle, and they have already been appropriated by Doctor Mastaba for his project.

REPAIR REPORTS, 01895

d1895-0000 REPORT. Corridor to Main airlock. Ventilation system problem. Temperature rising above normal environmental range. Air circulator inoperative.

d1895-0021 RESPONSE. Air circulator clogged by foreign substance. Substance removed by repair bot. Overheated motor of air circulator replaced. Air circulator reactivated. Temperature returning to normal.

d1895-0034 REPORT. Security Level, Corridor. Patrol robot #089 needs sensor replacement.

d1895-0058 RESPONSE. Only SPs available all 800's or older. Limited viewing distance, impaired intruder detection, 36 hour refit.

d1895-0153 REPORT. Security Level, Cryo Room. Cryogenics Fluid Tank needs refilling.

d1895-0159 RESPONSE. Cryogenic Fluid Tanks refilled.

d1895-0236 REPORT. Tower. Robot #113 has a bad collision detector.

d1895-0248 RESPONSE. Collision detector replaced.

d1895-0343 REPORT. Report from Tunnel Basin. Digging Machine destroyed by large animal.

d1895-0344 RESPONSE. Request logged for replacement.

d1895-0403 REPORT. Support Level, Barracks. Battery discharge in maintenance robot.

d1895-0413 RESPONSE. Electrical short in lower level mechanics repaired. Damaged battery swapped out with freshly charged one by repair bot.

d1895-0532 REPORT. Control Level, Operating Room. One of the restraints on the examination table has been broken.

d1895-0540 RESPONSE. Examination table restraint repaired.

d1895-0647 REPORT. Prisoner Cell Two (ID Unknown, found in excavation) escaped cell.

d1895-0647 RESPONSE. Escape Alert declared. Cellblock doors sealed.

d1895-0648 REPORT. Systems damage. electrical short in flooring subsystems. Many subsystems nominal. Maintenance sensor data inaccurate, many sensors off-line.

d1895-0650 RESPONSE. Damage being reported too fast to be repaired by the robots.

d1895-0651 CONTROL. Reactor Room, dampen reactor immediately. Power down! -Mert

d1895-0651 REPORT. Systems damage. Cooling Tank penetrated, reactor cooling systems rendered inoperative. Prisoner Cell Two detected in tanks.

d1895-0653 RESPONSE. Escaped prisoner has dug from his cell down into the water tanks.

d1895-0654 CONTROL. Reactor Room reports that the reaction coolant system is not responding. -Eng

d1895-0654 REPORT. All Reactor cooling systems negative. Temperature of Reactor rapidly increasing.

d1895-0654 RESPONSE. Class 1 Reactor Emergency Alert declared. Switching to emergency power supply and attempting to take reactor off line. Negative response.

d1895-0655 CONTROL. The Reactor Control Redundancy Systems have been knocked out by a power surge. -Tayke

d1895-0655 CONTROL. All Team Three Personnel to the Control Room. Hardsuit up and proceed to the Reactor Room. -Amdant

d1895-0655 REPORT. Systems damage. Multiple subsystems throughout base damaged by tremor.

d1895-0656 RESPONSE. Class 2 tremor detected. Origin unknown. If tremors continue it could threaten the structural integrity of the base.

d1895-0656 CONTROL. Our system's been flooded with automated damage reports. Shutting auto-maintenance system off. -Amdant

d1895-0658 REPORT. Systems damage. Reactor breached, toxic dose radiation leakage penetrated Support Level, temperature of plasma field reached danger level.

d1895-0658 RESPONSE. The radiation leakage into the Support Level will kill all occupants within one hour unless leak is sealed.

d1895-0658 CONTROL. Evacuate the Support Level immediately. -Mert

d1895-0710 REPORT. System damage. Multiple subsystems throughout base damaged by second tremor.

d1895-0711 CONTROL. Structural damage is preventing the orderly evacuation of the Support Level. The elevator tubeway is jammed. -Eng

d1895-0711 REPORT. System damage. Lighting system for corridor leading to Main Airlock inoperative. Power to support level out.

d1895-0712 CONTROL. As long as the power is out in the Main Airlock Corridor we can't do anything to clear out the elevator tubeway. -Tayke

d1895-0717 REPORT. Radiation leak intensifying in Support Level. Escapee detected in Reactor Room.

d1895-0717 RESPONSE. Lower levels automatically sealed to prevent further radioactive contamination.

d1895-0719 CONTROL. Team Three proceeding to confront escaped prisoner in Reactor Room. -Mert

d1895-0720 REPORT. Reactor temperature increasing. All secondary shut off systems failed.

d1895-0720 RESPONSE. Class 2 Reactor Emergency Alert declared.

d1895-0721 CONTROL. All Security Level personnel, hold your posts. -Amdant

d1895-0725 REPORT. System damage. Multiple subsystems throughout base damaged by third tremor.

d1895-0726 RESPONSE. According to sensor readings the origin of the tremors determined to be result of uncontrolled reaction. Temperature of plasma field exceeded level of normal safe shutdown procedures.

d1895-0727 CONTROL. The reactor's never been this hot before. We don't know how she'll hold up. -Eng

The way this radiation is building, the steam will eventually be carrying it up into the Security Level. We'd better get our men out of there now. -Tayke

d1895-0727 REPORT. All non-essential posts from Control Room and Guard Room evacuated.

d1895-0728 RESPONSE. Automated security systems for Cellblock activated. All non-essential subsystems off. Guard Room door sealed.

d1895-0728 CONTROL. All Team Three personnel eliminated. No survivors. - Amdant

d1895-0729 REPORT. Subsystems monitor from Support Level utilized. Security Code breach. user attempting to override the seal of Support Level.

d1895-0731 RESPONSE. Support Level subsystems terminal connection to central computer severed from Control Room main monitor.

d1895-0731 CONTROL. It's too late to do anything for them. They're all already dead. -Mert

d1895-0734 REPORT. All surviving non-essential personnel to evac base via Dropship 1 and park in orbit awaiting further instructions.

d1895-0735 CONTROL. Mastaba is staying to finish his surgical operation with a handful of guards for protection. He has ordered all Control Room personnel to abandon their posts and evacuate. -Tayke

d1895-0740 REPORT. System damage. Multiple subsystems throughout base damaged by fourth tremor.

d1895-0742 REPORT. Class 3 Reactor Emergency declared.

d1895-0744 REPORT. Evacuation dropship liftoff.

d1895-0755 REPORT. System damage. Multiple subsystems throughout base damaged by fifth tremor.

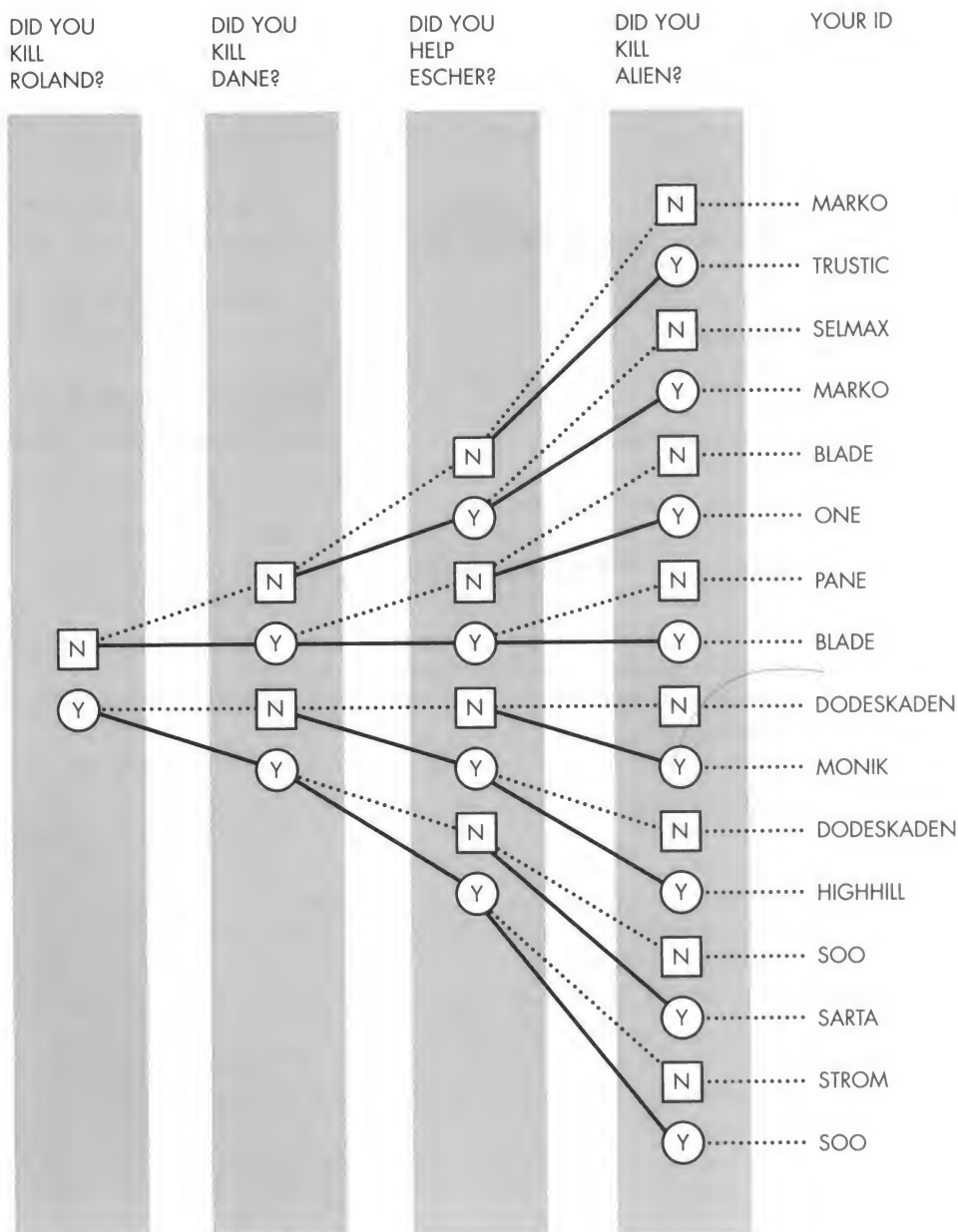
d1895-0758 REPORT. Sensor reading. Radiation leakage into lower levels reached fatal levels.

d1895-0759 REPORT. Sensor reading. Results of tremors have rendered lower level structurally unsound and impassable.

d1895-0810 REPORT. System damage. Multiple subsystems damaged throughout base by sixth tremor.

IDENTITY PATHS

With all the surgery that's been done to you, I can't just look at you and tell you who you are. What I can do is tell you about the people you could be. From the information I have on the people who've been operated on, I'd say we can safely narrow the list of possibilities down to a dozen people. Of these people, I can make an educated guess as to who you are by how you react to certain situations — if you see what I mean.





MORGAN BLADE

Blade was a mercenary who was frequently employed by the Mondite movement. Hired for the kidnapping of John Highhill, Blade was suspected of bringing back the wrong man and was taken as a replacement.

This one is a little more erratic. The mercenary no doubt feels betrayed by Mondites in general, and would try to set back their research whenever possible. Blade would probably be more interested in getting out quick than in killing for fun.

Blade wouldn't kill Roland, would kill Dane, wouldn't help Escher and wouldn't kill the Alien on the City Platform.

or

Blade wouldn't kill Roland, would kill Dane, would help Escher and would kill the Alien on the City Platform.



BERIN DODESKADEN

Dodeskaden was a self-professed enemy of the Mondite movement, personally responsible for the destruction of over a dozen installations and the deaths of over two hundred members. Dodeskaden was recently captured by the Mondites and placed into the AFA project to advance the movement.

He's a little harder to second guess. His psychological profile makes him out to be a fairly decent person (in my opinion) who is honor-bound to destroy Mondites. I can't be sure whether he would consider Escher a Mondite or not.

Dodeskaden would kill Roland, wouldn't kill Dane, wouldn't help Escher and wouldn't kill the Alien on the City Platform.

or

He would kill Roland, wouldn't kill Dane, would help Escher and wouldn't kill the Alien on the City Platform.





JOHN HIGHHILL

Subject located through a multi-system sweep of medical center computer records. Subject perfectly matched the physical requirements for an AFA candidate. Subject acquired through kidnapping performed by Morgan Blade.

I think they messed up and got a "normal" person. From what I've read on him, he'd come out of the surgery angry and confused. I don't think he'd kill someone who posed no threat to him, but might over-react when confronted with an unknown life-form.

Highhill would kill Roland, wouldn't kill Dane, would help Escher and would kill the Alien on the City Platform.



POPUL MARKO

Subject was a Mondite scientist instrumental in the design and construction of the cybernetic limb replacements. He volunteered to become an experimental test subject in order to further serve the movement.

This person is only interested in furthering the evolution of humanity. He wouldn't kill Mondites, or anyone who might still be useful to their cause. He might react violently in an unexpected situation.

Marko wouldn't kill Roland, wouldn't kill Dane, wouldn't help Escher and wouldn't kill the Alien on the City Platform.

or

Marko wouldn't kill Roland, wouldn't kill Dane, would help Escher and would kill the Alien on the City Platform.



REMARRO MONIK

Subject was a mental patient obtained through the cooperation of his Mondite psychologist. Subject has a history of self-mutilation and acting out of violent behavior. This rejection of his own body and desire to commit violent acts marked him as a potential AFA candidate.

Completely psychotic, he can be counted on to do whatever will bring about the most misery.

Monik would kill Roland, wouldn't kill Dane, wouldn't help Escher and would kill the Alien on the City Platform.



JONATHAN ONE

This experimental subject was an amnesia patient in a hospital on Stralea. His name was given to him by the hospital staff. He was lured out of the hospital by a recruited staff member.

My guess is that One would start off in a fairly optimistic and benevolent fashion, only to turn mean when he realized how serious the situation is.

One wouldn't kill Roland, would kill Dane, wouldn't help Escher and would kill the Alien on the City Platform.



RATHMAN PANE

Subject was a member of the lower social class popularly known as "Berserkers" which once populated the eastern sector of the world known as Ashtaroth. Subject matched rare tissue type required for ABA candidacy and was discovered through a routine scan of computer files. Since he is a "Berserker," subject will not be missed by any respectable element of his society.

Keep in mind that, on Ashtaroth, "Berserker" doesn't mean someone who goes around maiming others in battle. It means someone who makes his own rules. They are considered social deviants — but Pane's profile suggests that he would follow a very strict moral code.

Pane wouldn't kill Roland, would kill Dane, would help Escher and wouldn't kill the Alien on the City Platform.



TOMIK SARTA

Convicted multiple murderer from the Escar system. Subject was obtained post-execution. A substitution of the lethal injection formula administered to him placed him in a death-like state and his body was then smuggled out of the morgue.

With a history like that, there's only one way Sarta would turn out.

Sarta would kill Roland, would kill Dane, wouldn't help Escher and would kill the Alien on the City Platform.



VIDOR SELMAX

A new initiate into the Mondite inner circle, subject professed to have moral objections to various tactics and objectives of the movement. He was placed in the ABA program because it was simpler and more advantageous to the movement than simply murdering him outright.

This fellow did more than profess to have moral objections. It was an integral part of his personality. He wouldn't kill.

Selmax wouldn't kill Roland, wouldn't kill Dane, would help Escher and wouldn't kill the Alien on the City Platform.



UNION SOO

Subject was a highly decorated Space Marine from the forces of Nacarat, a prime physical specimen with a detailed technical background and highly trained in all forms of combat. Subject is now officially listed as missing in action.

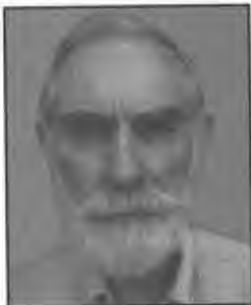
Soo is easy. Marine training on Nacarat is just as intense as Mastaba's mental conditioning. He'd do what he could to kill Mondites. His reaction to other life forms would depend on how he judged the situation. Whether he would consider Escher a Mondite is unknown.

Soo would kill Roland, would kill Dane, wouldn't help Escher and wouldn't kill the Alien on the City Platform.

or

Soo would kill Roland, would kill Dane, would help Escher and would kill the Alien on the City Platform.





NESTOR STROM

Captain of the Reticulum High Guard ship "Ambassadoria."
Discoverer of the first Phyxx spacecraft detected by humanity.
Subject mutilated in attack by a re-animated Phyxx Soldier.

Strom has a very powerful personality, according to his profile.
He would kill the Mondites, help their enemies and hold fire in
uncertain situations.

Strom would kill Roland, would kill Dane, would help Escher
and wouldn't kill the Alien on the City Platform.



MERL TRUSTIC

Although a loyal member of the Mondite movement, subject
was judged too incompetent to be allowed to continue to serve
it. Subject allowed Berin Dodeskaden into Mondite installation,
thereby resulting in its destruction and the deaths of 87
members. As subject matched the tissue type requirements of
the project, he was deposited there.

Trustic doesn't have a clue. He's got a nasty little mind that
doesn't think about cause and effect.

Trustic wouldn't kill Roland, wouldn't kill Dane, wouldn't help
Escher and would kill the Alien on the City Platform.

BIOFORGE™

REFERENCE CARD

INTERFACE

GENERAL

Use.....	[Spacebar]	Use item/monitor/instrument/etc.
Get/drop	[Enter]	Pick up/drop item
Combat.....	[C]	Enter/exit Combat Mode
Inventory	[I] (left hand empty)	Go to Inventory Screen
Into inventory	[I] (item in left hand)	Place item in inventory
PIM.....	[P]	Enter personal information manager (inventory, options, load/save)
Options.....	[O]	Go to Option Screen
Diagnostics	[D]	Go to Diagnostics Screen
Journal.....	[J]	Go to Journal Screen
Save.....	[S]	Save game
Load	[L]	Load saved game

MONITORS

Choose	[↑][↓][←][→] / [⏏]	Move cyborg hand over button
Select.....	[Enter] / [⏏]	Press button
Exit.....	[Esc] / [⏏]	Exit the monitor

MOVEMENT

(In Combat Mode, all movements are combat-ready.)

NORMAL

[1]	sidestep left
[2] or [↓]	walk backwards
[3]	sidestep right
[4] or [←]	turn left
[5]	fire weapon
[6] or [→]	turn right
[7]	advance and turn left
[8] or [↑]	walk forward
[9]	advance and turn right

FASTER

[Shift][4] or [Shift][←]	spin left quickly *
[Shift][6] or [Shift][→]	spin right quickly *
[Shift][7]	run ahead and left
[Shift][8] or [Shift][↑]	run ahead
[Shift][9]	run ahead and right

* not available in Combat Mode.

COMBAT

HANDS

[Alt][1]	crouch left and block
[Alt][2] or [Alt][↓]	stand and block
[Alt][3]	crouch right and block
[Alt][4] or [Alt][←]	left super body blow
[Alt][5]	fire weapon
[Alt][6] or [Alt][→]	right rabbit punch
[Alt][7]	left uppercut
[Alt][8] or [Alt][↑]	two-fisted over-head blow
[Alt][9]	right upper roundhouse

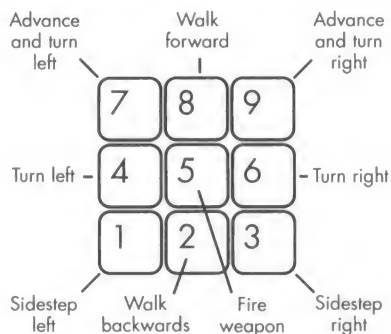
FEET

[Ctrl][1]	left knee-cap kick
[Ctrl][2] or [Ctrl][↓]	back flip
[Ctrl][3]	right knee-cap kick
[Ctrl][4] or [Ctrl][←]	left body kick
[Ctrl][5]	fire weapon
[Ctrl][6] or [Ctrl][→]	right body kick
[Ctrl][7]	super-kick to the head
[Ctrl][8] or [Ctrl][↑]	head-butt
[Ctrl][9]	roundhouse head kick

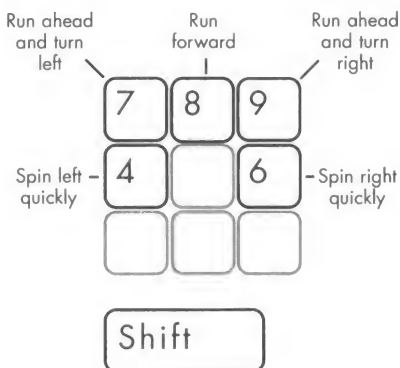
MOVEMENT

(In Combat Mode, all movements are combat-ready.)

NORMAL

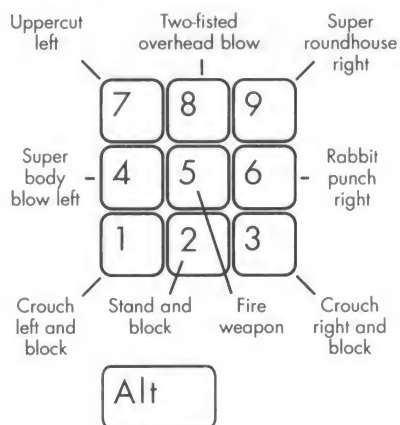


FASTER

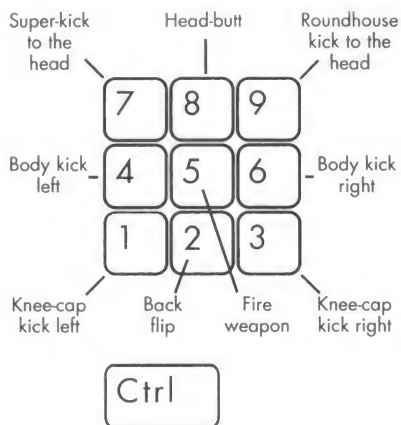


COMBAT

HANDS



FEET



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